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No.71 DECEMBER
MAGAZINE AND CASSETTE
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CRASH

Christmas Special

SINCLAIR SPECTRUM GAMES



OPERATION THUNDERBOLT
Festive action (?) from Ocean

Two World News Scoops!

CD ROM FOR THE SPECCY IS HERE!
Codemasters reveal all...

FIRST SAM COUPE PLAY TEST
The secrets of the Spectrum clone from the man who wrote the user manual...

Where's my Christmas Power Tape with six great games and playable demo and pokes and – and... Better ask my newsagents and wish 'em a Merry Christmas!



WIN!
Hundreds of prizes in fourteen staggering compos!

The Christmas line-up reviewed:

* CABAL * CHASE HQ * GHOULS 'N' GHOSTS
* POWER DRIFT * DOUBLE DRAGON II
* ALTERED BEAST * PURPLE SATURN DAY
* PICTIONARY * TOOBIN' * SPHERICAL
* XENOPHOBE * SUPER WONDERBOY
* PUFFY'S SAGA * ACTION FIGHTER
* FIGHTING SOCCER

EXCLUSIVE PLAYABLE DEMO: GAZZA'S SUPER SOCCER!

OPERATION THUNDERBO

BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT... OPERATION WOLF...

NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

ROY ADAMS IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...

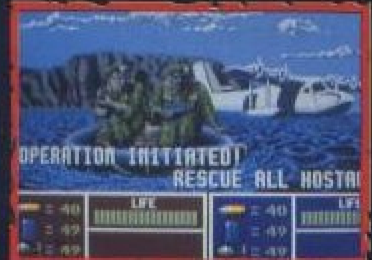
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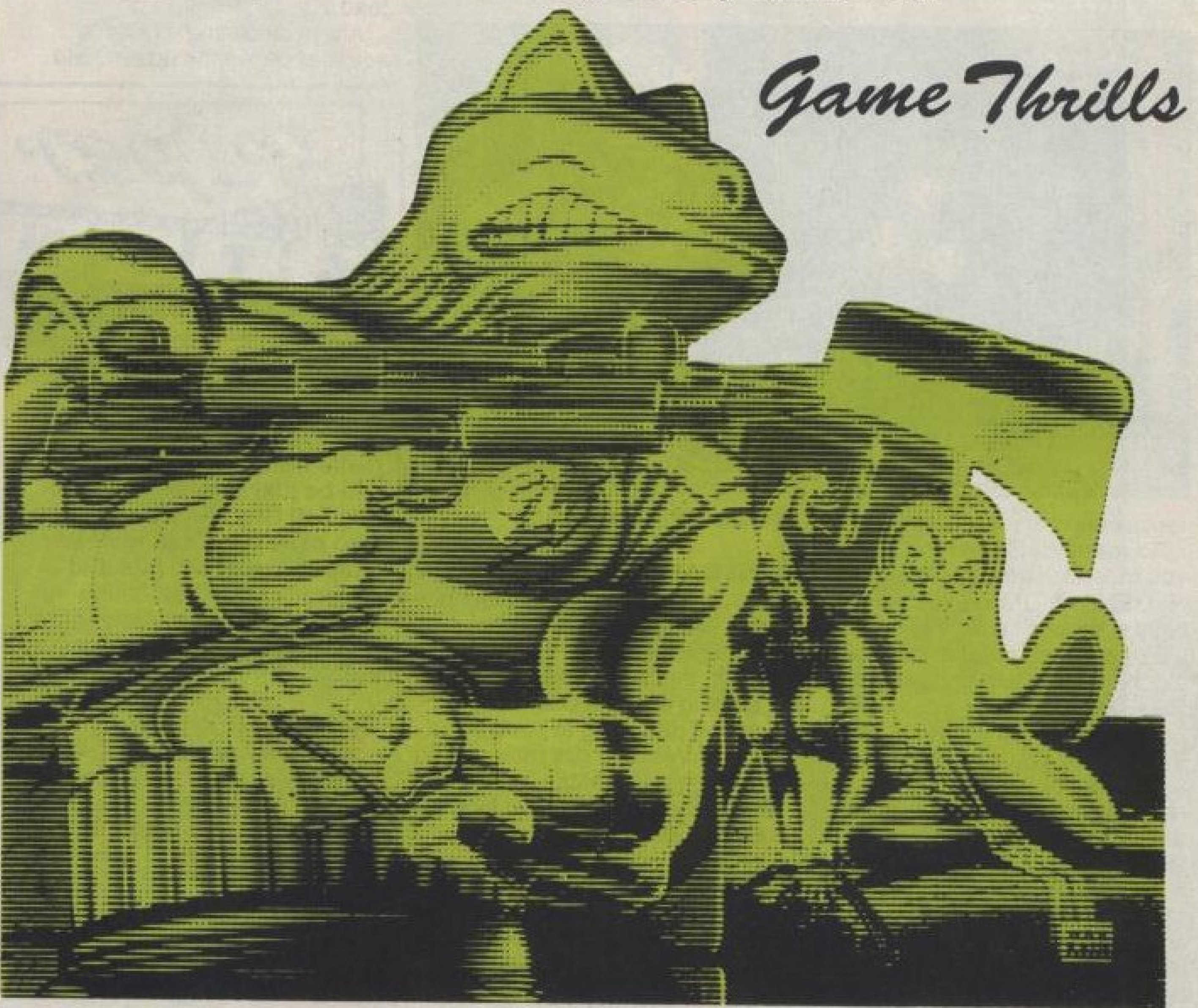
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CONTENTS

CHRISTMAS CRACKERS!!

We must be blimmin' barmy!! Well, it is Christmas. And as it's that time of year here's our Christmas offering to you — six brilliant complete games, a sneak preview of Gazza's Super Soccer and the usual dose of Pokemania! Plus you've got a fatter mag and two World exclusive news stories which will change the future of Speccy games!! It's all quite swoon inducing! Therefore, it only remains for us to say.. Merry Christmas!

Game Thrills



THRILLS ON TAPE

Find your Power Games!

SIDE A:
COSMIC WARTOAD
(48K mode only)
SUPER STUNTMAN
INC. SHRINKING FIREMAN
(48K mode only)
GAZZA'S SUPER SOCCER

SIDE B:
HYPERLANE
LOCOMOTION
(48K mode only)
DEJA-VU
POKEMANIA

Check the inlay for loading instructions. Should your tape be faulty, send it in it's box to: CRASH TAPE CLINIC (71), SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd CH5 2NY. A working Power Tape will be dispatched.

COSMIC WARTOAD

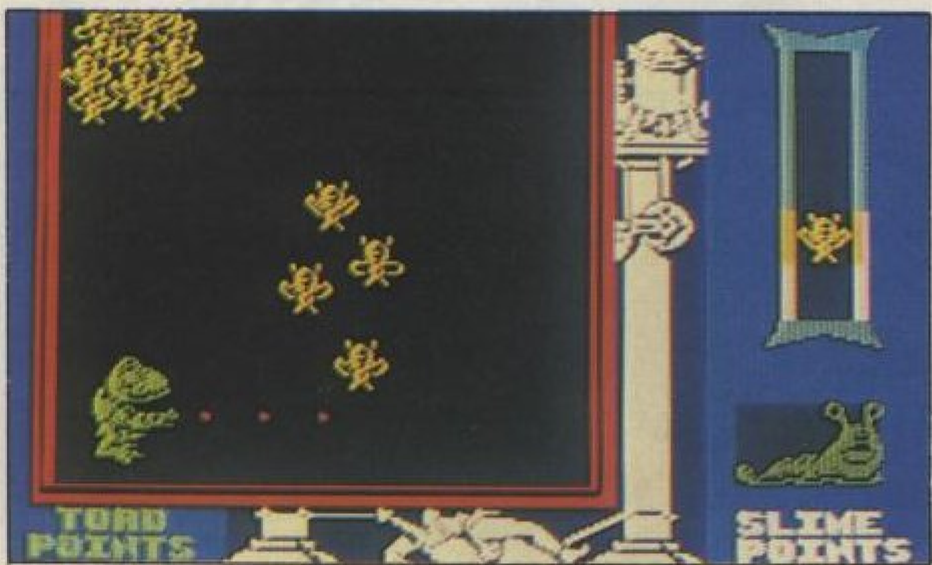
Brilliant full-price Ocean game!!

Excuse me, waiter, do you have frogs legs? 'Certainly not sir, but one does possess a copy of Ocean's smashing Cosmic Wartoad!' Hurrah! And now, so do you! But what is all this froggy business about?! Croak!

Deep within the bowels of Castle Rygellian is the Slime Beast's Department of Abduction and Foreign Queen Abusement. Here lies the Queeen of the Cosmic Wartoads, the leader of a brave and truly cossmic race of honest and goodsome

toads. Kidnapped by the Rygellian Slime beasts, she has been transmuted to the ghastly (to Wartoads anyway) form of a human female. Ugh!

Understandably, the Wartoads are incredibly narked by their brave leader's demise, so a crack toad is sent off on a rescue mission. Time is limited, since the queen is tied beneath a murderous SLUDGE SAW that descends slowly but surely towards her helpless form. You — a Toad among toads — have to rescue her.



To reach the Slime King's lair you must cross the perilous RYGELLIAN TIMEVOID. Where eight pieces of the COSMIC TOOLKIT, a compilation of deadly machinery capable of dismantling the sludge saw, lies.

In the time void you are Cosmic Willy, a tadpole cursor. Each square within the grid is a time node. Your journey starts in the top right cell of the void and the idea is to reach the Queen at bottom left. You can only move to adjacent nodes in the grid — it's no good trying to make a mega leap straight for the Queen's location.

Each node has to be travelled through before you may use Cosmic Willy to transport you to the next. To get through a node all the nasties that live in the time vacuums which lie behind the node must be killed with your Constant Recoil Alpha Pellet gun.

TOAD WARS

There are three different types of nasty to be found within time vacuums, with each vacuum containing just one variety. You get to pit wits with Slime Masters, Sludge Slugs and Frenzied Flies during your travels.As you damage nasties, your Toad Points increase. Conversely, as the Rygellians score hits on you, the Slime Points tally rises.

During battles with the nasties Wartoad may be assisted by Ultrasonic Robot Defenders. These appear each time you clock up 1,000 Toad Points and can delay some of your enemies by seizing hold of them for a while.

Status displays on the border of each game screen indicate how the battle is progressing. The most powerful nasties are the red ones. Then, in descending order, are the magenta, yellow and white versions. Shoot 'em until they're white and they're no more. All they have to do to win is score enough hits on you to move them up a colour whereupon you lose a life and have to start that node again. Toad has three lives.

TOAD EXTRAS

SUB GAME 1: The Slime Master homes in on you and his touch is deadly. Escorted by his fawning minions, the Slime Pawns, the Slime Master himself is loath to attack a Cosmic Wartoad preferring to send in his cohorts. Wartoad can move within the playing area in the four basic directions, followed round by the nasties. Each time you despatch a cohort or score a hit on old SM himself, you get closer to victory.

SUB GAME 2: Sludge Slugs come mob-handed and cling to the top of the playing area, out of range, dribbling slime at you. Every so often a slug (or two) lets go and falls to the floor. You've got to zap the slugs as they fall and avoid being slimed or hit by a falling invertebrate. In this sub-game Toad can only scamper left and right but he can protect himself from falling slime and slugs by shooting them.

SUB GAME 3: Frenzied Flies appear in a swarm, bunched together in the top left hand corner of a time vacuum. Attack squadrons of four insects leave the main mass and go for Toad, who must blow them away before they drain his energy. Once again, he can move in four directions.

Parts of the Cosmic Toolkit can be found in time vacuums — all Toad has to do is walk over them and add them to his collection. Keys which give you access to the Red Roads to Nowhere and Somewhere can also be collected in a similar manner. These roads provide a means of hopping from one time vacuum to another.

Other squares within the void are also colour coded. Green shows the node currently occupied while purple means that a power node sits at the end of that node's time vacuums. Once purple node nasties have been eliminated Wartoad is transported to the LILY POWER WINDOW where his gun is recharged. A bar at the bottom of the screen shows the gun charge remaining — if it reaches zero three lives are lost, and it's back to the start node, toad.

After completing a node, a scene showing the queen held mercilessly below the sludge saw appears with the saw moving just that bit closer. The sludge saw takes an hour and a half of real time to complete its descent.If you haven't collected the tool kit by then it spells death for the Wartoad Queen! Eeeek! Are you Toad enough to take the challenge?

TOAD CONTROL

Joystick: Up, Down, Left, Right and Fire
Keyboard: user definable.
Space/Break: pauses the game.

SUPER STUNT MAN

High speed action from CodeMasters!

Cor! With this fabbo action game from CodeMasters you can be just like Lee Majors in The Fall Guy, the stunt man who performed daring deeds, jumped mammoth pits and generally ended up falling in lurve. Slam the cassette in the player, load it up and become a hero!

You're Super Stuntman, working on a brand new action film. Fight your way through fires, explosions, cannonballs and more to complete each scene. All the while the bad guys try to barge you into the blazing fires!



Scene 1: This is where the action hots up — 'cos you're in the desert! Get caught up in a deadly car chase through the boulder strewn terrain! And watch out for the landmines!!

Scene 2: After all that driving in the sweltering heat you'll welcome the sight of some water, so jump in the powerboat and head off into the fighting race!

Scene 3: Out of the powerboat and back into the car again to drive at break-neck speed through a dense forest avoiding the trees!

Scene 4: Use your turbo-boost to jump the Grand Canyon (Wheeeee!) or face a grizzly death on the rocks below (Splat!)

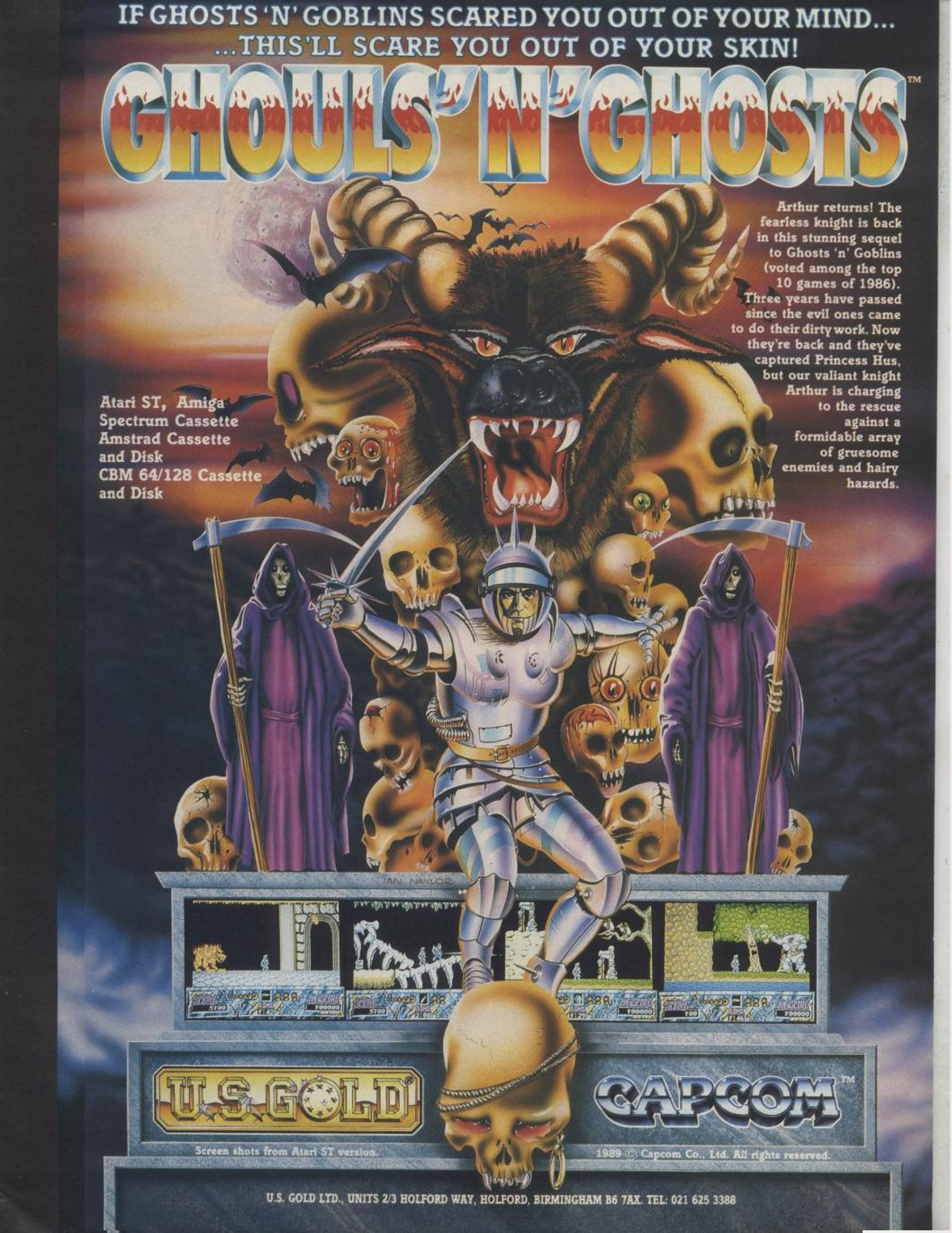
Scene 5: Battle it out with the violent street gangs at midnight on the streets of New York.

Scene 6: Steer your boat through the rapids in the rough white water chase. Splosh!

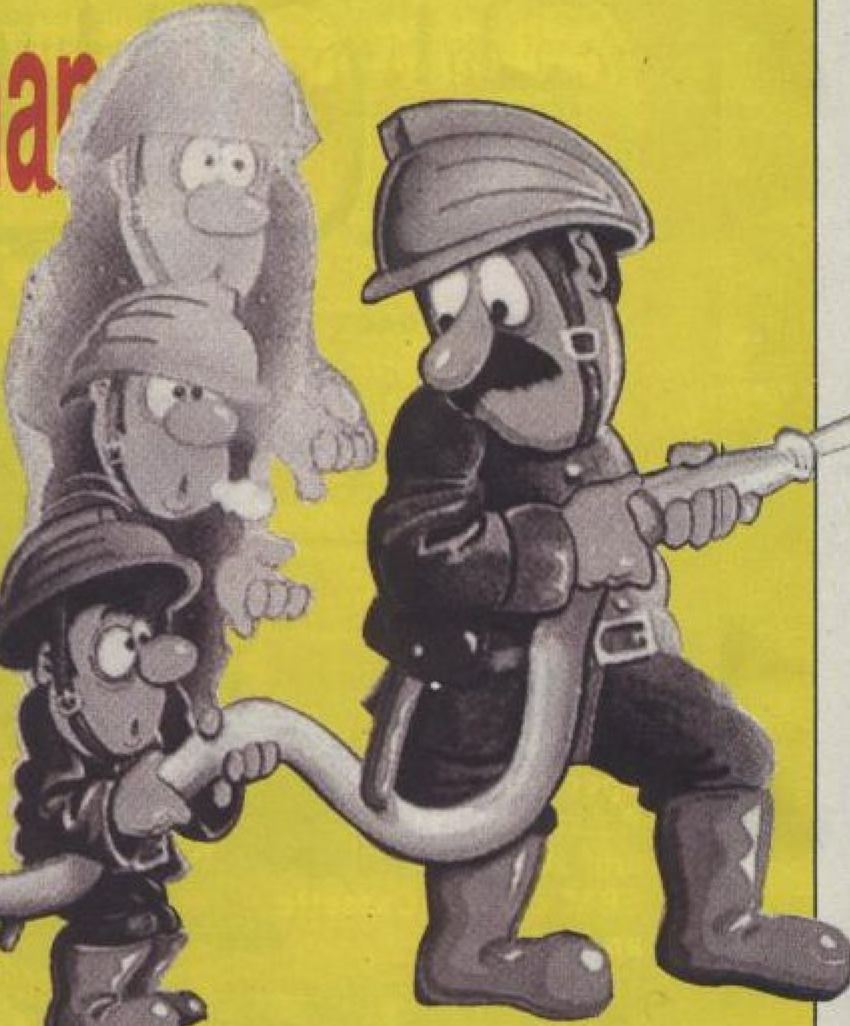
Scene 7: The grand finale... You're own your own now!!

CONTROLS

Left/O Right/P Accelerate/Q Brake & Reverse/A Quit/1 or EDIT Pause/2 or use Sinclair,, Kempston or Cursor joystick interfaces.


IF GHOSTS 'N' GOBLINS SCARED YOU OUT OF YOUR MIND...
...THIS'LL SCARE YOU OUT OF YOUR SKIN!
GHOULS'N'GHOSTS™
Arthur returns! The fearless knight is back in this stunning sequel to Ghosts 'n' Goblins (voted among the top 10 games of 1986). Three years have passed since the evil ones came to do their dirty work. Now they're back and they've captured Princess Hus, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies and hairy hazards.
Atari ST, Amiga
Spectrum Cassette
Amstrad Cassette and Disk
CBM 64/128 Cassette and Disk
IAN NAYLOR
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Screen shots from Atari ST version.
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Incredible Shrinking Fireman



Reduction inducing antics from Mastertronic

Meet Shuffling Sid — the Fearless Fireman, and star of this natty arcade adventure. He shuffles! He's fearless! He is also astoundingly short! Berlimey! Why is this? Read on and discover his tale of woe (Aw!).

Whilst beating back the flames of a blazing fire in a vast shrinking plant, Shuffling Sid tripped and fell into the jaws of a powerful shrinking machine and was, unsurprisingly, shrunk!!

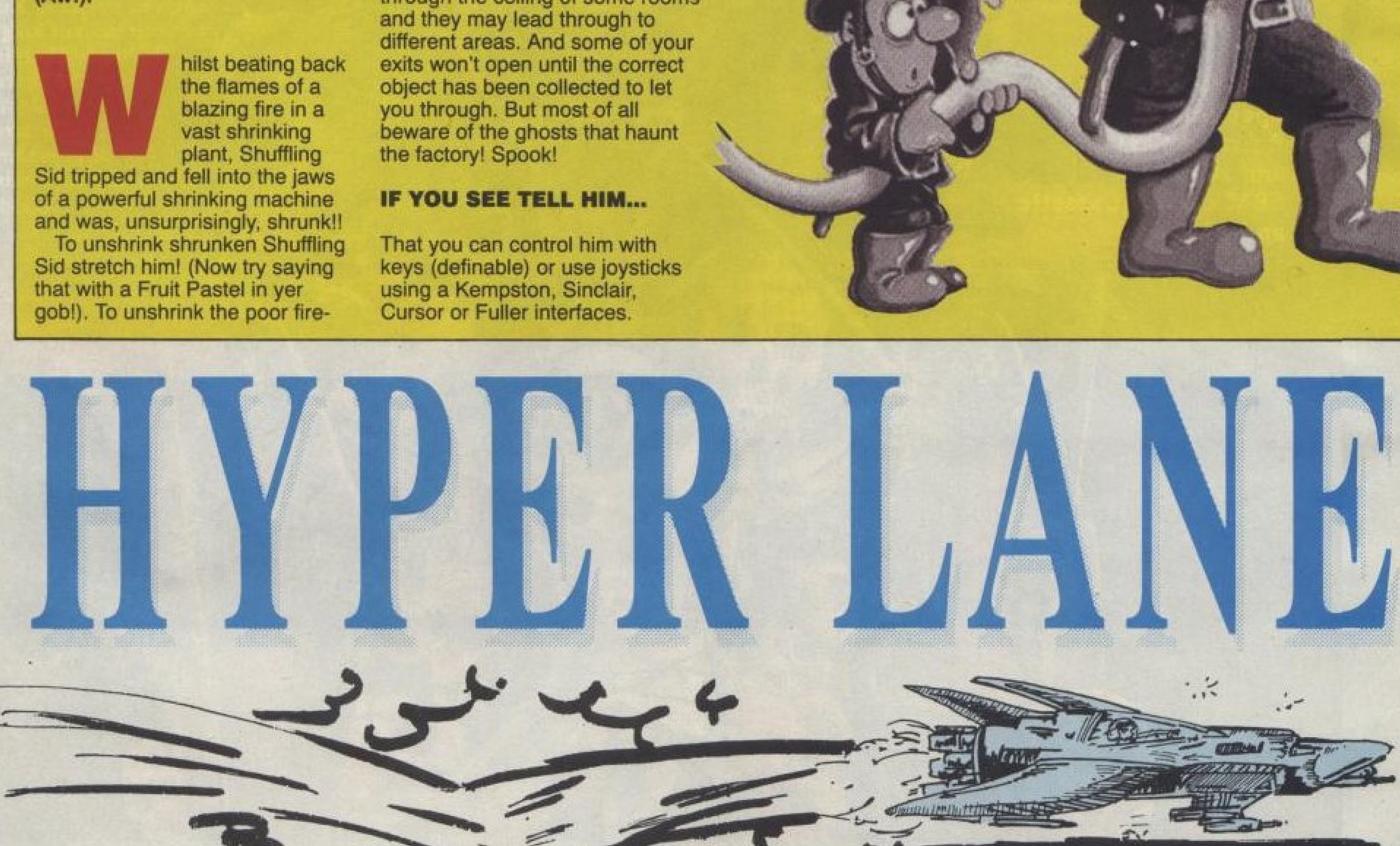
To unshrink shrunken Shuffling Sid stretch him! (Now try saying that with a Fruit Pastel in yer gob!). To unshrink the poor fire-fighter you have to hunt around the factory searching for five parts of the stretching rack and put them together.In a few painful moves Sid returns to his normal size! Hurrah!

The factory is littered with objects, but not all will be helpful. And some entrances and exits aren't obvious — try jumping up through the ceiling of some rooms and they may lead through to different areas. And some of your exits won't open until the correct object has been collected to let you through. But most of all beware of the ghosts that haunt the factory! Spook!

IF YOU SEE TELL HIM...

That you can control him with keys (definable) or use joysticks using a Kempston, Sinclair, Cursor or Fuller interfaces.

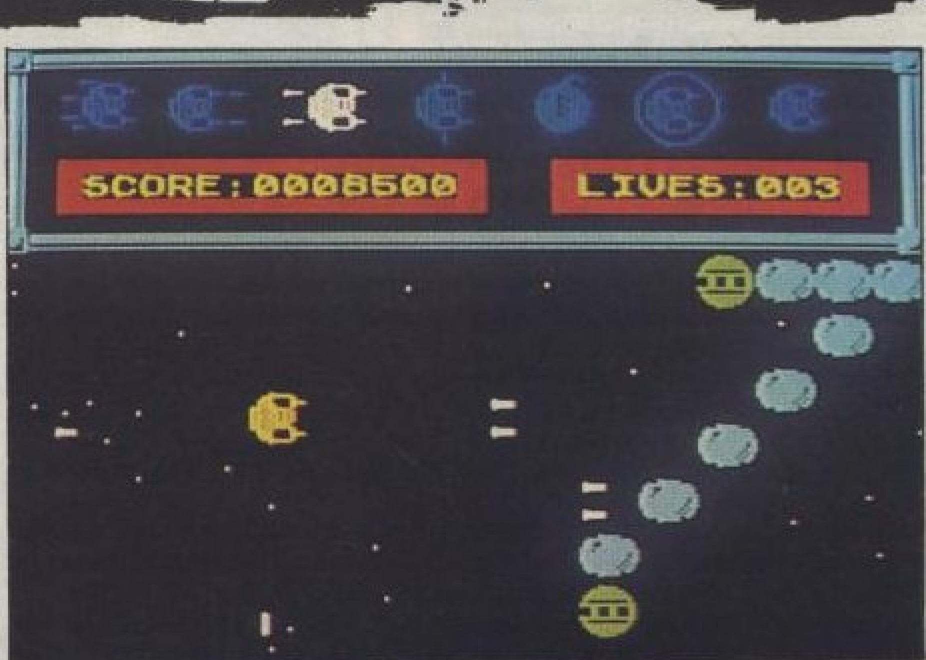
HYPER LANE



By Hamish Rust

Strap yourself in and prepare for a space journey through the Hyper Lane, one of the most deadly areas in the known universe inhabited by mutant space creatures and alien destruction fleets who have no idea what the word 'pleasant' means.

It's a pity really that the craft you begin your adventure in is complete and utter rubbish. It can't move fast enough, it shoots the tiniest laser bolts. In fact your ship is junk.



Just as well then, that for every alien attack wave you shoot down a plus1 bubble appears. Collect it and an icon at the top of the screen lights up. Each icon gives your ship better capabilities including double front fire, back fire (erm, not that sort of backfire!), vertical fire, bombs, extra speed and lots more beside; turning it into a rather good Alien Death Machine.

Shoot your way through to the end...

CONTROLS

Control your craft with a joystick using Sinclair, Kempston or Sinclair interfaces or use keys: Q/up A/down O/left P/right SPACE/fire ENTER/select icon

Spherical



A CRASH Smash



Screenshot ATARI ST



Screenshot ATARI ST



Screenshot ATARI ST

SPHERICAL

Magic and Logic, Skill and Intelligence. SPHERICAL is a game of contrasts. Keen perception and instinct are required whenever the magician overcomes the law of gravity with his magical powers. Breath-taking graphics, more than 200 different levels, 2 player team mode, dozens of hidden secrets and 10 giant sized animated super monsters. SPHERICAL shows what your computer can do.

The editor of POWER PLAY awarded Spherical 84 points and classification "Highly Recommended".



Rainbow Arts

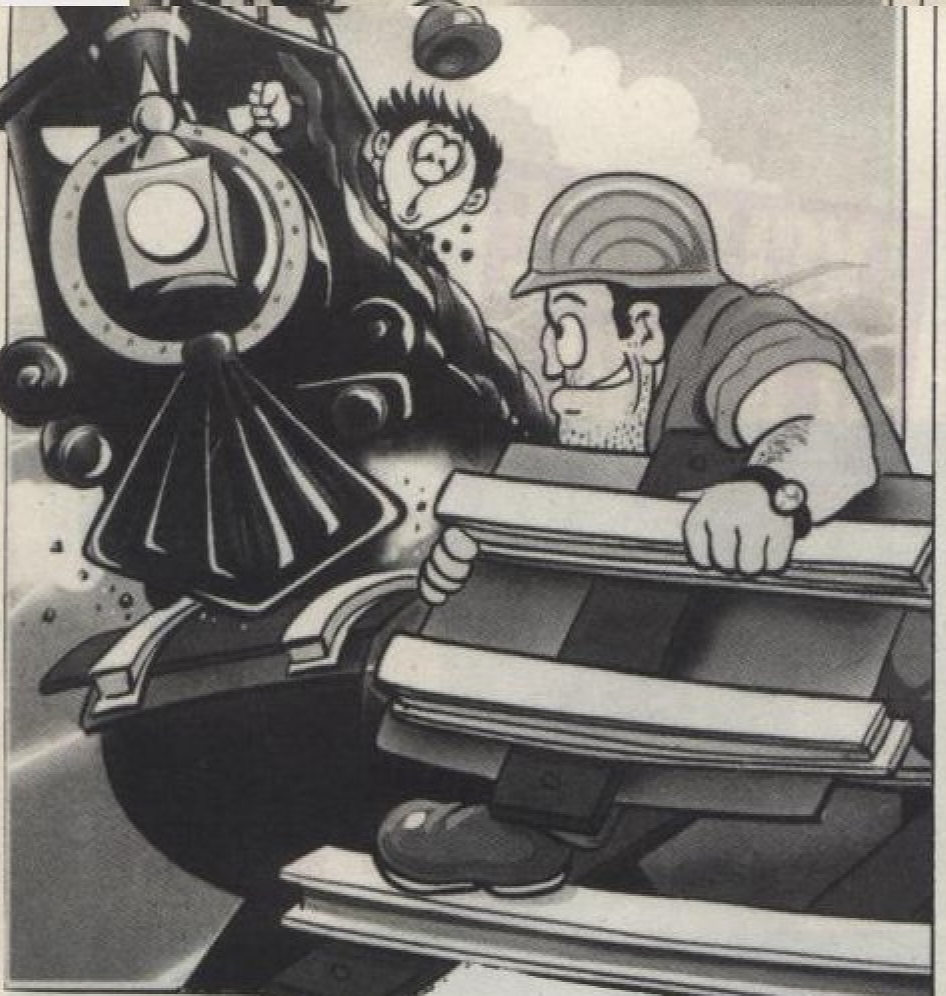
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Game Thrills

LOCOMOTION

Choo-choo train puzzle action from Mastertronic

Your attention please. The game now standing at platform one is Locomotion. Calling at all CRASH readers around the country. There is no buffet car, but we wish travellers a frustratingly playable brain-blending journey. Thank you.

Right ho, all aboard. This is where you really need your thinking box.

Locomotion was one of the very first, and probably still the best ever, puzzle arcade games. The idea is that a runaway train is sent hurtling up a track into an open field. In the field are pieces of track scattered around into no particular order. Your objective is to lay the track in such a way that the train can go through the field and come out at the bottom and into its station.

Simple? No way! The catch is that only one piece can be moved at a time, rather like a sliding puzzle. There is only one empty space in the field and pieces of track have to be moved in and out of that. Press the 'stick up and — bingo! — the piece below the space moves up, press the 'stick left and — shazam! — the piece to the right of the space moves up! And so on...

It's a pig to explain, play it for two minutes and you'll get the idea. A good tip when starting is to lay a portion of track in a long ring and take the train onto that; because then it goes round and round while you can spend time working on the rest of the track. Also, to help there's a stop watch which when activated (press 0) periodically stops the train. It can stand for up to a minute, so use it carefully. You get one minute per track, or for each of your four lives.

And that's about it. Erm... Oh yes! Watch out for red squares which, if the train collides into, kill you off. But there are squares, such as water and coal supplies that bump up your bonus.

GOING LOCO DOWN IN LUDLOW!?!

Kempston, Sinclair, and Fuller interfaces can be used if you're playing joystick (and it's best to!), though if you really want to use keys you're stuck with the cursors! Haw haw! And 0 stops the train, press it again to get it going.

Another stunning reader game!!

Deja-Vu

by Andrew Daly

The Earth is under attack (again...) by marauding slimey aliens. Not to worry, the Mega Team have arrived, and feeling in a particularly alien-hating mood decide to see them off. Unfortunately, for the Earth, two of the three members of the Mega Team were captured by the alien slime balls, as they teleported aboard the ship. So it is down to you, the final member to stop the aliens and save the Earth (what? Again! —Ed)

The objective is to collect the bomb which was beamed aboard the alien ship, carry it to the ship's hull and set the timer for it to explode. And if you're in a brave mood rescue your team members while you're at it!

To escape from the alien ship collect four fuel rods and enter the escape shuttle.

OBJECTS

KEYS Some sections of the ship are locked and can only be opened by the right key or solving an alien puzzle. The objective of the puzzle is to arrange the shapes in the correct sequence. Succeed and the area is unlocked, fail and you forfeit one of your six lives.

EXTRA FIRE
Booom!

EXTRA ENERGY
Recharge your batteries

THE BOMB
Tick, Tick, Tick, Tick, Tick, Tick, BANG!!!

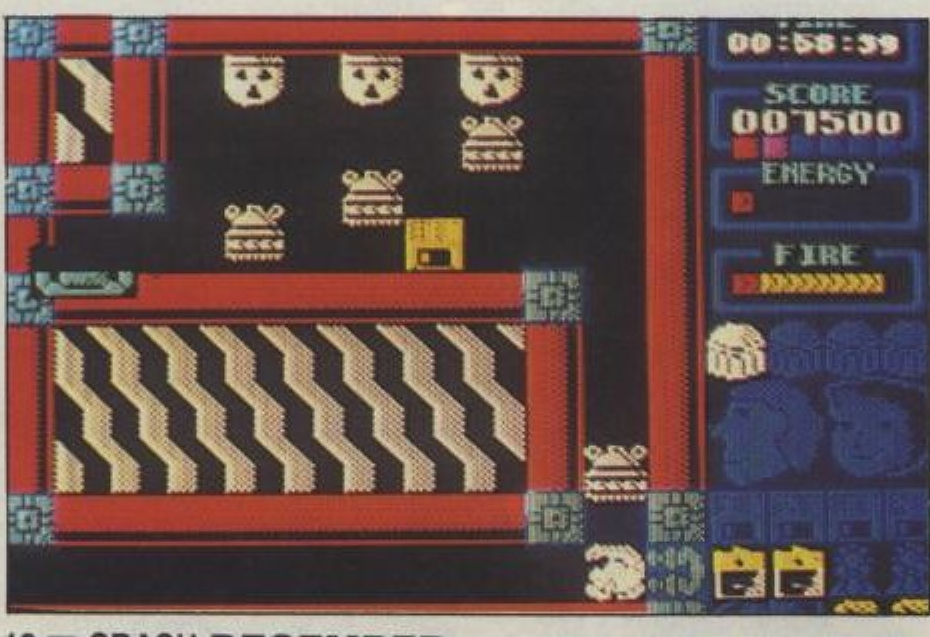
SHIELD
To use press left, right and fire. If using joystick press 2

SMART BOMB
Not an explosive at the height of fashion, but one which kills everything on screen. To use press down and fire if using a joystick press 1

FUEL ROD
Don't be a fool - grab some fuel!

CONTROLS

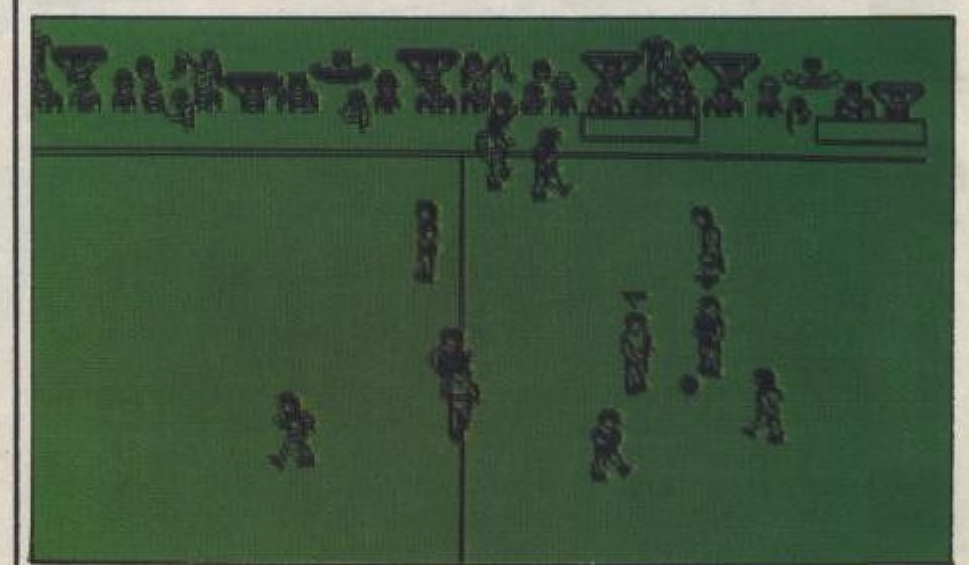
Kempston and cursor joysticks can be used, and the keys are definable. To pause press A, S, D, F, G together and press ENTER to restart. To abort press CAPS, Z, X, C, V together.



EXCLUSIVE PLAYABLE DEMO



Gazza's Super Soccer



THE EXCLUSIVE DEMO

Come on you reds!! Well, they're monochromatic actually, but these guys can certainly hoof a ball around. Empire's next offering is Gazza's Super Soccer. Set for a mid November launch this fabbo footy game will allow you to pick teams, decide their strengths and skills and all the other things cheating swines will do to ensure they win. But we waffle on, the wonderful demo is on the front of this issue, so load it up and get playing.

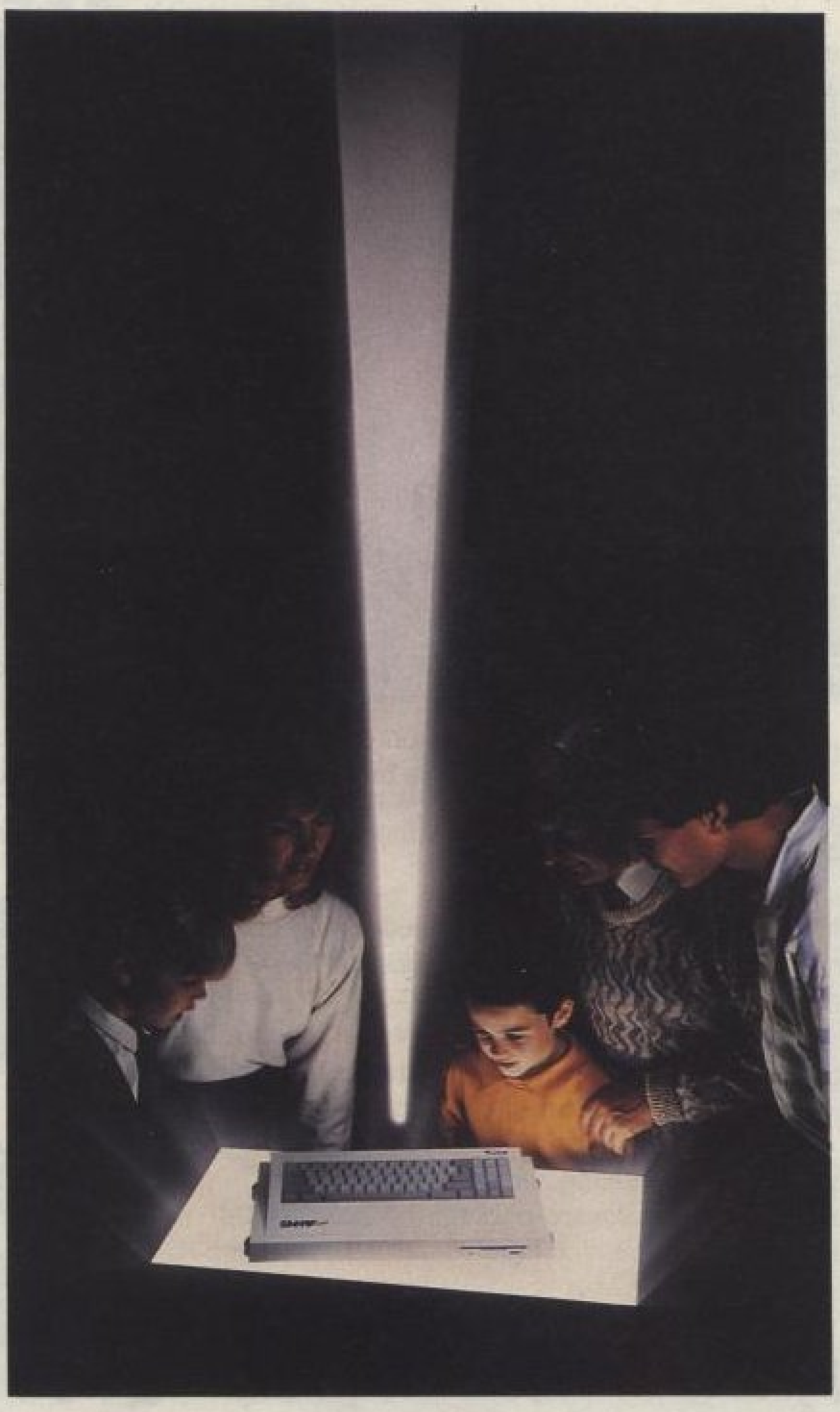
A two player kick around is to be found therein, so you can boot the ball up and down the pitch, score goals and see what a wonderfully programmed product this is. Both joystick and keys can be used, though fear not, the computer will know which you choose by sensing whether you press the joystick firebutton or a key when prompted (Speccys are very clever you know). So read the preview, play the demo and go and buy the game when it appears in mid November. Now where is that book of football songs...

CRASH TALENT TOKEN!
REWARD: If you've written a game you think is completely wizzo why not share it with the Speccy world?? Send it along to us on cassette or disk with a letter explaining the game, and if it passes the reviewers' test we'll put it on the Power Tape so thousands can enjoy it! Who knows, it could be your first step into the software publishing world?!
Send it to: **POWER TAPE DEPT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** We'll drop you a line when we receive it, and unless you get a 'sorry, but this is rubbish' letter then you know we love it!! And what's more we'll pay you for it!! Send your creations in now!!

FESTIVE FUN WITH POKEMANIA!
Stick the Christmas tree lights on, put the cat out and settle down with a glass of sherry, a mince pie and a copy of this month's thrilling instalment of Pokemania. Brought to you by Graham 'TURBO' Mason and ol' Nicko. All the details are in Nick's Playing Tips on page 41. Skip over there now and have a gander!

M.G.T.

MILES GORDON TECHNOLOGY plc



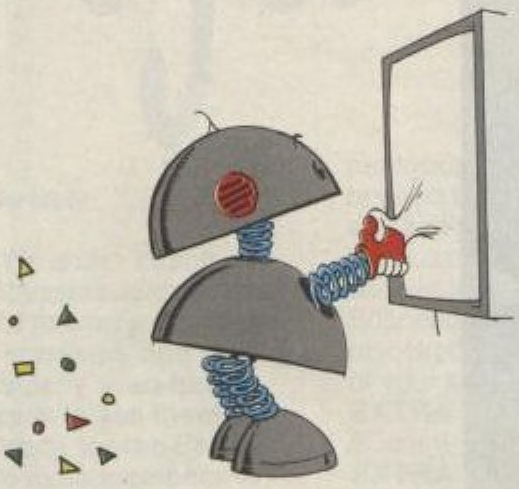
SAM coupé



SO WHY DO SPECCY OWNERS NEED THE SAM coupé?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.
The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.



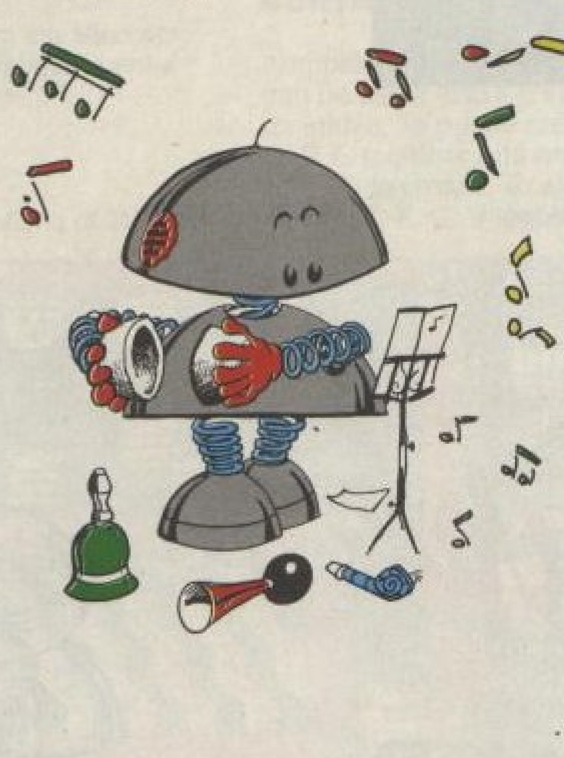
Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

Graphics

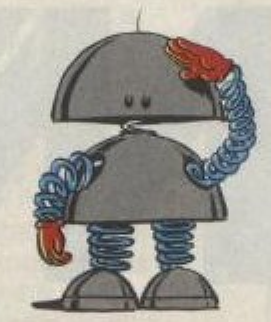
See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.
The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.
And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.



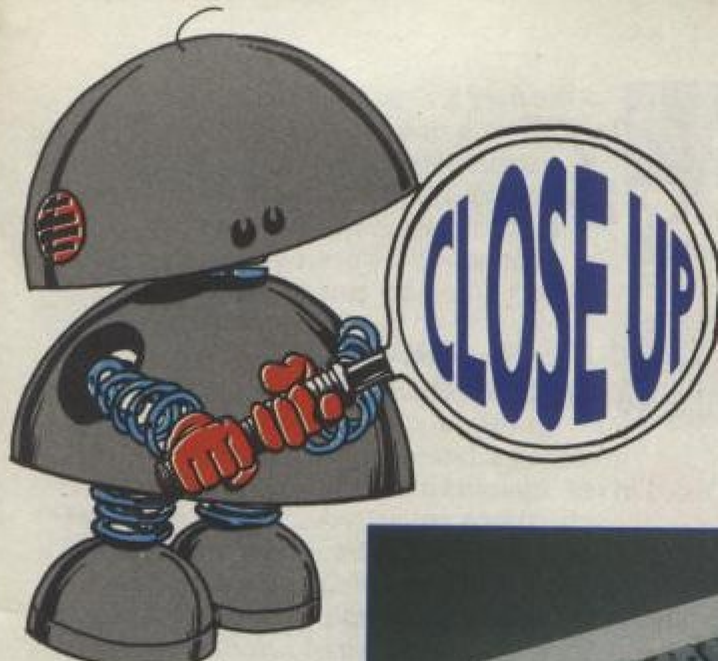


Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.
Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.



coupé

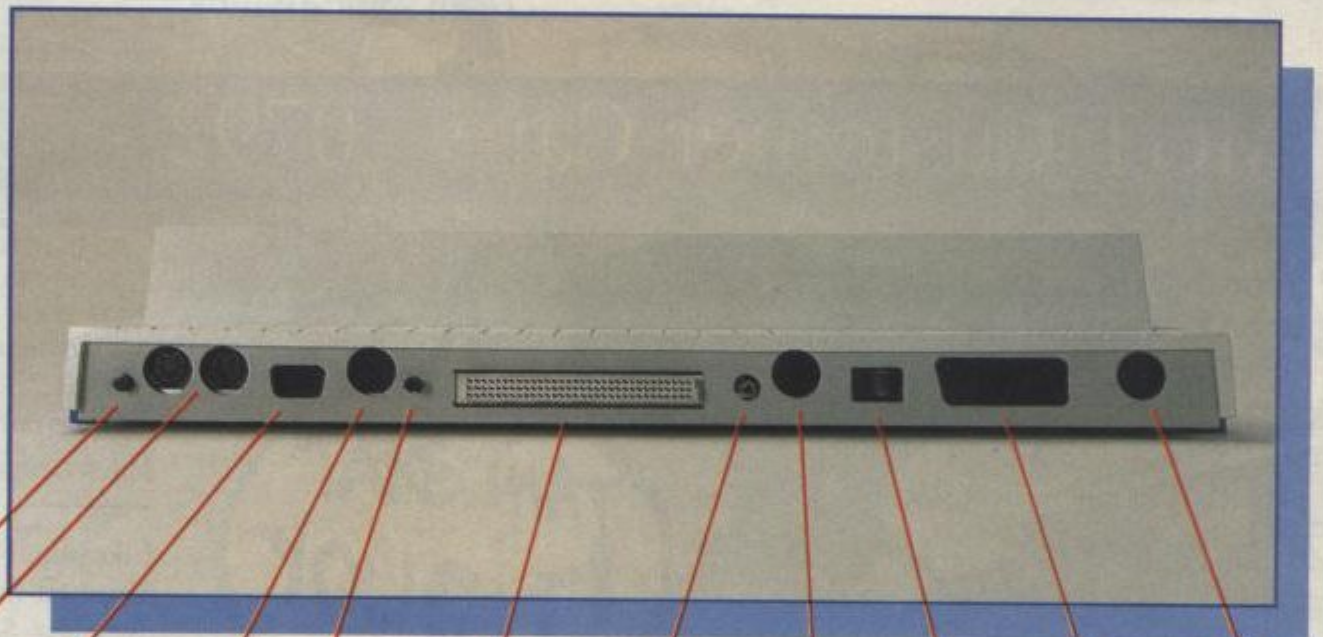


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



A SAM atter of FACT

The Coupé costs £169.95

(including VAT).

This is the basic model, and you can add on - just as soon as you're ready:

- 1 or 2 Disk Drives
- An extra 256K of memory
- Special communications interfaces - RS232 and parallel
- The MGT Mouse

And MUCH MUCH MORE......

Ask MGT's Customer Care people.



The MGT Customer Care Team - and friends.

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

Please send me

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CR2

COMPETITION

Oooh 'eck!! Here Comes Trouble!!

★ WIN A SEGA MASTER SYSTEM!
★ PLUS SEGA DOUBLE DRAGON!
★ PLUS SPECCY DOUBLE DRAGON II!
★ PLUS POSTERS!

A chilling thought isn't it viewers? One minute, there you are playing that fab smash 'em up *Double Dragon II* in the arcades and the next minute you're sitting in the comfort of your own home and playing the very same game on your Speccy!

Well, you will be very soon when Virgin release *Double Dragon II*, the bigger, better beat 'em up featuring two players!! Virgin promised a game a lot better than last year's original. In fact, The Sales Curve have produced it (who also produced *Silkworm*, *Gemini Wing*, and *Continental Circus*), and as you can see on our review pages it's bound to be a real Christmas winner!

And what better way to celebrate than by winning yourself a whole stack of *Double Dragon II* goodies?! First prize on offer from Virgin is an amazing Sega Master System console complete with the Sega version of *Double Dragon*; the pack also includes two controllers, and two extra games. In addition you'll receive a copy of *Double Dragon II* on the Speccy and a poster! Wayhey! We've also got 20 second prizes of *Double Dragon II* and a poster, and five runners-up get a copy of the game too!!

Place upon your head your thinking titfer, because to win there's a puzzle to solve. See that word grid in which the words DOUBLE DRAGON TWO are written? Good. Right, now what you have to do is to find 25 other words, of at least three letters, that can be made up by moving one square at a time in any direction. For example, the word RODENT can be made up by travelling thus: From R go northwest to O then south to D, west to E, southeast to N, and east to T. And there you have it — RODENT (squeak!). Simple isn't it? (Sounds just like the well known Boggle game — Ed.)

When you've discovered 25 words, write them down, along with your name and address and send them to: **DOUBLE TROUBLE BOGGLE COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** Make sure your entries arrive by 14 December, and follow the compos rules or there'll be trouble! Oh, and you can't use the words double, dragon or two. So there.

D	O	U	B	L
E	D	R	A	G
O	N	T	W	O



WORLD SCOOP NEWS

CD ROM ARRIVES

Amazing isn't it? After two years of 16-bit type magazines raving on about CD ROM being the Next Big Thing it finally happens! And the best news is it's on the Speccy. Not from any mega huge American corporation, but from our chums at CodeMasters!! Richard Eddy joined Richard Darling, CodeMasters' Chairman, to discuss the project as it enters the last few weeks of production.





Richard Darling has just returned from a three-week technical expedition in Taiwan. He hasn't created a revolutionary new kind of CD player that bolts onto the back of a Speccy and costs thousands. Nor has created a new format of Compact discs. No. All he wanted was a cable. Because, you see, the CodeMasters plan to bring CD data storage to Speccy owners stems from the simple idea of using the CD player you have at home!

What the Taiwanese cable does is to connect any standard CD player to any Spectrum. And this is how it works... CodeMasters are compiling a compact disc with 30 games on it. The game disc is slotted into a CD player like any music CD. One end of the cable plugs into the headphone socket of your CD system which takes the digital information down into a box of tricks half way along the cable. From the other end of the box comes another cable which plugs into you Speccy — and in the most unlikely place you'd think of. Because now games are loaded down through the joystick port!!

The secret lies in the box. Here the screeching of the Spectrum loading sound is converted to on or off switches of information, which is basically how a joystick works.

How does the Speccy understand all this? Well, supplied with the CD pack is a cassette containing a very short program. Load this into the Speccy as normal and it understands perfectly what is happening. And then, hey presto! Games stored on the CD load down into the Speccy in an amazingly quick 20 seconds! And it's compatible with both Sinclair and Kempston interfaces.

All this new found equipment is going to cost, right? 'Not a bit of it!' says Richard, 'What CodeMasters will be releasing in December is a pack containing the CD games compilation, the cable, the initialising cassette with instructions, and the whole lot is going out at £19.95!' A whopping bargain, eh? Of course, you have to have a CD system already...

So, why Compact discs? 'They're probably the most reliable audio storage system around and so much can be packed onto one disc — about 550 MegaBytes!'

Are CodeMasters confident that the pack will work with all CD players? Richard: 'We've been testing out all makes of players, from top of the range to the bottom, and even the Discmans (the personal portable CD players) work! The only difference is the headphone sockets: on a personal CD you've got a 2.5mm plug instead of the normal quarter inch jack of the stack stereo systems.'

Now... the games!! Of the 30 games included none are original titles designed especially for the CD, they're the top 30 games from CodeMasters' existing range. Why? 'We really want to see how this works with the public. What we're trying to get across here is the speed and ease of use of games compilations on CD. Multiloads won't be a problem anymore because of the ultra-fast loading.

'Before, the problem with tape-based compilations was that finding one game you really want to play can take ages of forwarding and rewinding tape. With the CD all you do is choose the game you want, check which track number it is and program the CD player to go to track X and press play; (just like selecting a piece of music from a CD LP) the game is up and running in 20 seconds!'

With the games being loaded at high speeds is there any chance that a game may not load properly? 'A very distant chance, but there's no real reason why the chosen game shouldn't load quickly. However, there is a back up. Each game is recorded on the CD twice: once in fast-loading mode (20 seconds) and once at a more leisurely pace which takes just over a minute to load'.

What of the future then? 'Wait and see. If this project does well then further CDs will be released with games specially designed for CD use. But it does all depend on the success of this. I mean, there are a lot of CD players out there, and after a check, at least a third

S ON THE SPECCY*!!

*Well, sort of.



of our customers have access to a CD player. It really could work.'.

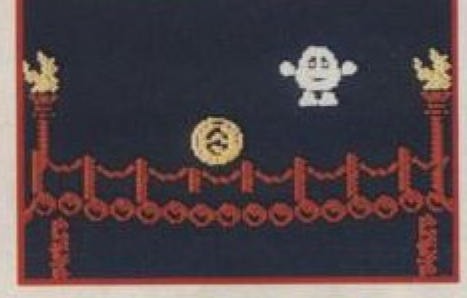
Erm, just one more question: If games are loaded through the joystick port how are you supposed to play them? Keys only?! 'No, when a game has loaded simply pull out the cable plug and slam your joystick in.'

Crikey! If it's all that simple, it's a wonder it's taken this long for anything CD-like to arrive on the home computers! CodeMasters — you're flipping wonderful!

WIN A CD SYSTEM AND GAMES PACK! TURN THE PAGE FOR DETAILS!!!!

NEXT MONTH

We'll try the system for ourselves to see if it really does work (it probably will — Ed)



INFO BOX

Product: The CodeMasters CD Games Pack

Price: £19.95

Compatible with: All Spectrums

Available: December

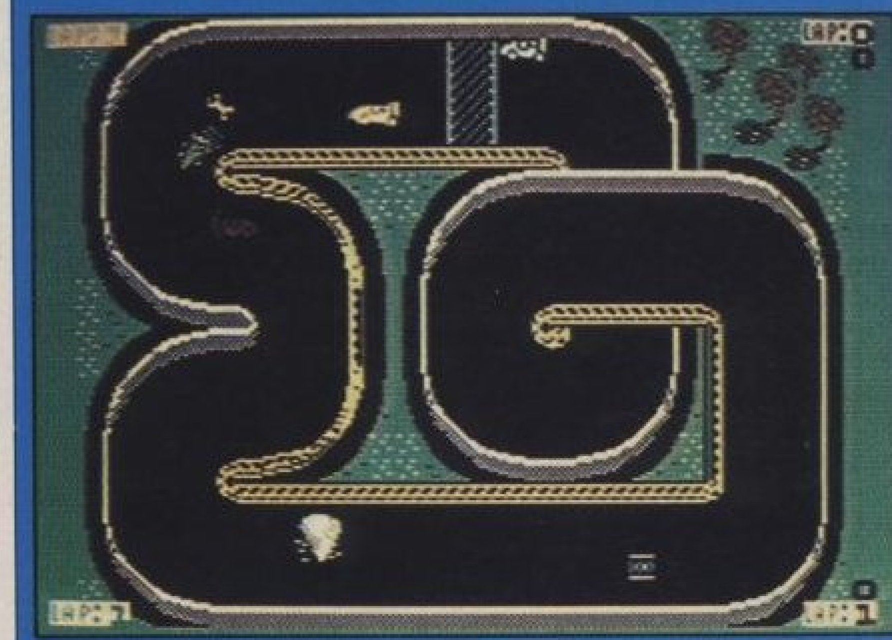
Supplier: CodeMasters

Contact: 0926 814 132

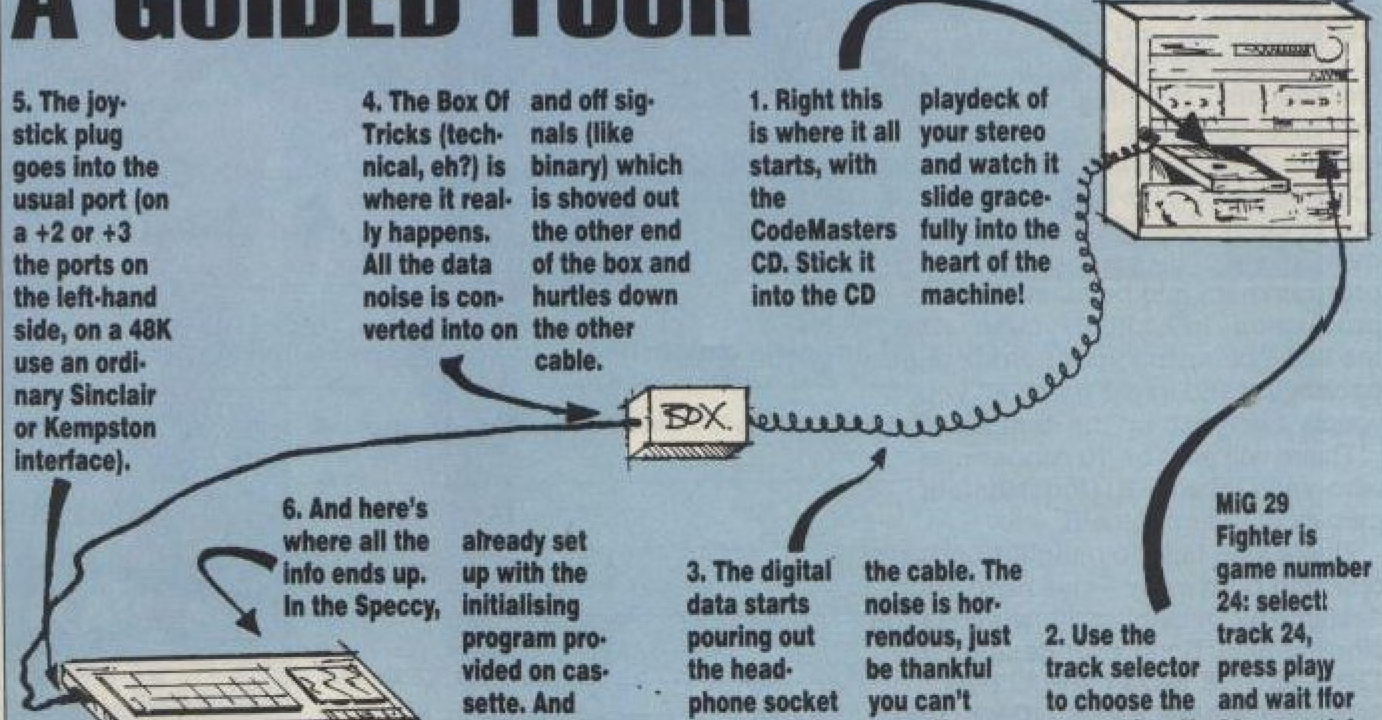
CD PLAYLIST

The 30 games coming your way on CD!!

BMX Simulator, Super Stuntman, Fruit Machine Sim, Pro Snooker Sim, Super Robin Hood, Death Stalker, BMX Freestyle, Dizzy, Super G-Man, Grand Prix Sim II, ATV Sim, Ghost Hunters, Street Gang Football, Jet Bike Sim, SAS Combat Sim, Bigfoot, Ninja Massacre, Fast Food, Arcade Flight Sim, BMX Sim II, Transmuter, Pro Skateboard Sim, Pro Ski Sim, Vampire, 4 Soccer Sims, Twin Turbo V8, Treasure Island Dizzy, 3D Starfighter, Advanced Pinball Sim, International Rugby Sim. That's £89.70 worth of games!!!



A GUIDED TOUR



1. Right this is where it all starts, with the CodeMasters CD. Stick it into the CD playdeck of your stereo and watch it slide gracefully into the heart of the machine!

2. Use the track selector to choose the game. Like, if MiG 29 Fighter is game number 24: select! track 24, press play and wait for 20 seconds!

3. The digital data starts pouring out the headphone socket and through the cable. The noise is horrendous, just be thankful you can't hear it!

4. The Box Of Tricks (technical, eh?) is where it really happens. All the data noise is converted into on and off signals (like binary) which is shoved out the other end of the box and hurtles down the other cable.

5. The joystick plug goes into the usual port (on a +2 or +3 the ports on the left-hand side, on a 48K use an ordinary Sinclair or Kempston interface).

6. And here's where all the info ends up. In the Speccy, already set up with the initialising program provided on cassette. And that's it!

COMPETITION

And now, from a top secret location in the heart of the Midlands we bring you...

THE MOST AMAZING SPECCY GAME EVER CREATED!!!

(Erm, but you have to design it!!)

Here's your chance to design the game that you want to play! We've teamed up with CodeMasters to offer you a remarkable opportunity: to design your perfect game, and if it passes the tough CodeMasters test you could be well on your way to become incredibly famous as CodeMasters write and produce your game on the Speccy!!

WHAT YOU HAVE TO DO

Right, first of all you'll naturally need a decent idea. Remember the capabilities of the Speccy — don't come up with something that could only work on an Amiga 2000! The panel of judges will be looking for an original idea that could be turned into a really good game. However, if you don't have a brand new idea there's a different challenge: Design *Dizzy 4*! When you submit your design include rough sketches of how the playing screens are intended to look, written details of the storyline, how you imagine the game to play and all the tricks and tatics to make your design a winnner! And what do you get if you win?

THE PRIZES!

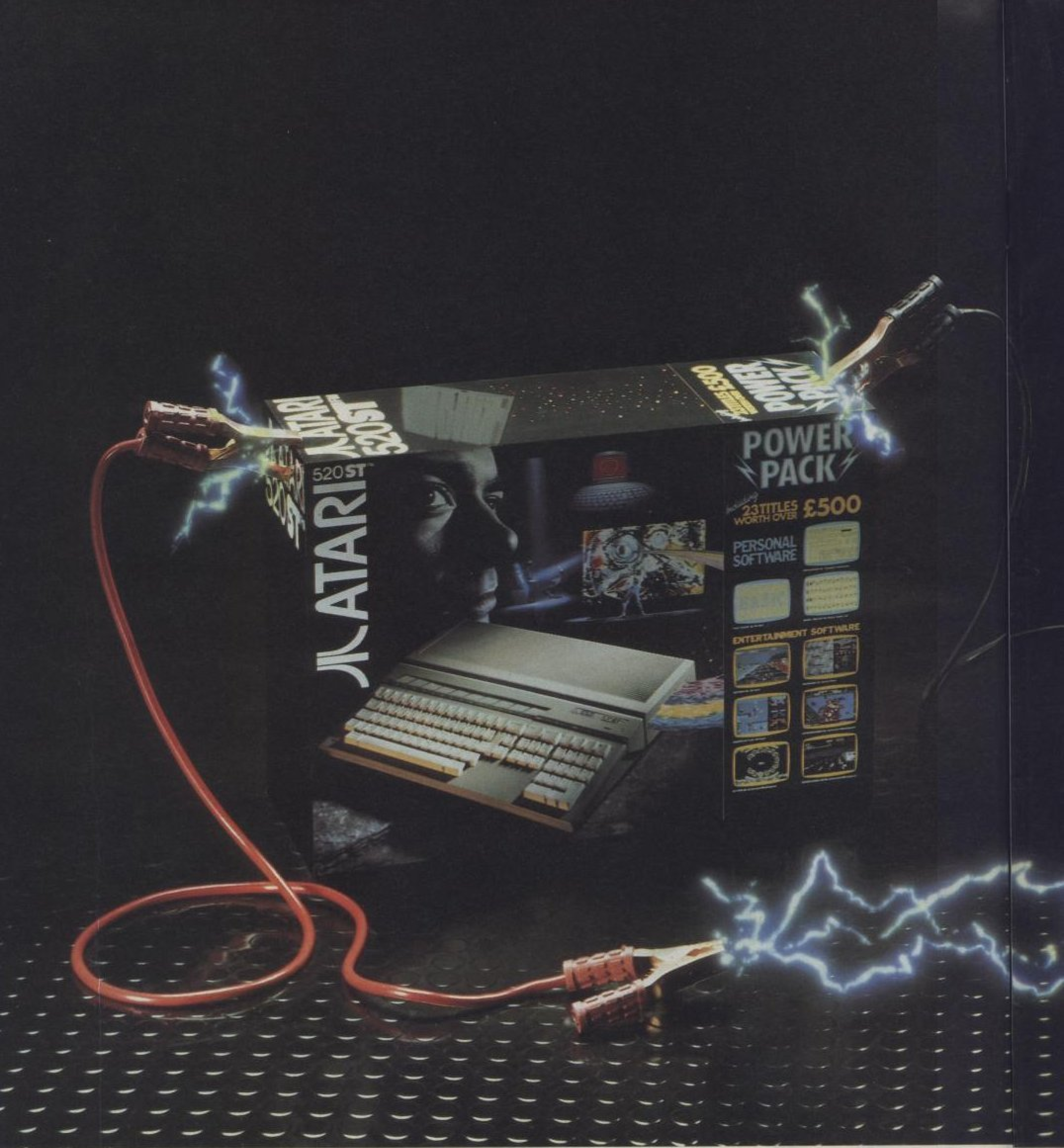
If your design is chosen as the best from the rest you'll receive a main prize which is... A CD system with one of the very first CodeMasters CD game packs!!! Worth hundreds of quid!! Berlimey!! Plus you'll be taken down to CodeMasters HQ to discuss your working plan. If CodeMasters then decide to undertake your game quicker than you can say 'CodeMasters have the exclusive rights to my design' it will be handed over to one of the top Speccy programmers and be slammed into production . In addition you'll get all the fame of having your name on the packaging and in the game as you watch it whoosh up the charts!!

There will also be 10 runner-ups who each receive 10 CodeMasters games of their choice!!!

There's no time to hang around...get creating right away — we need your designs by December 14, which is the closing date. Send your designs to: **THIS IS THE MOST AMAZING SPECCY GAME EVER COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.**



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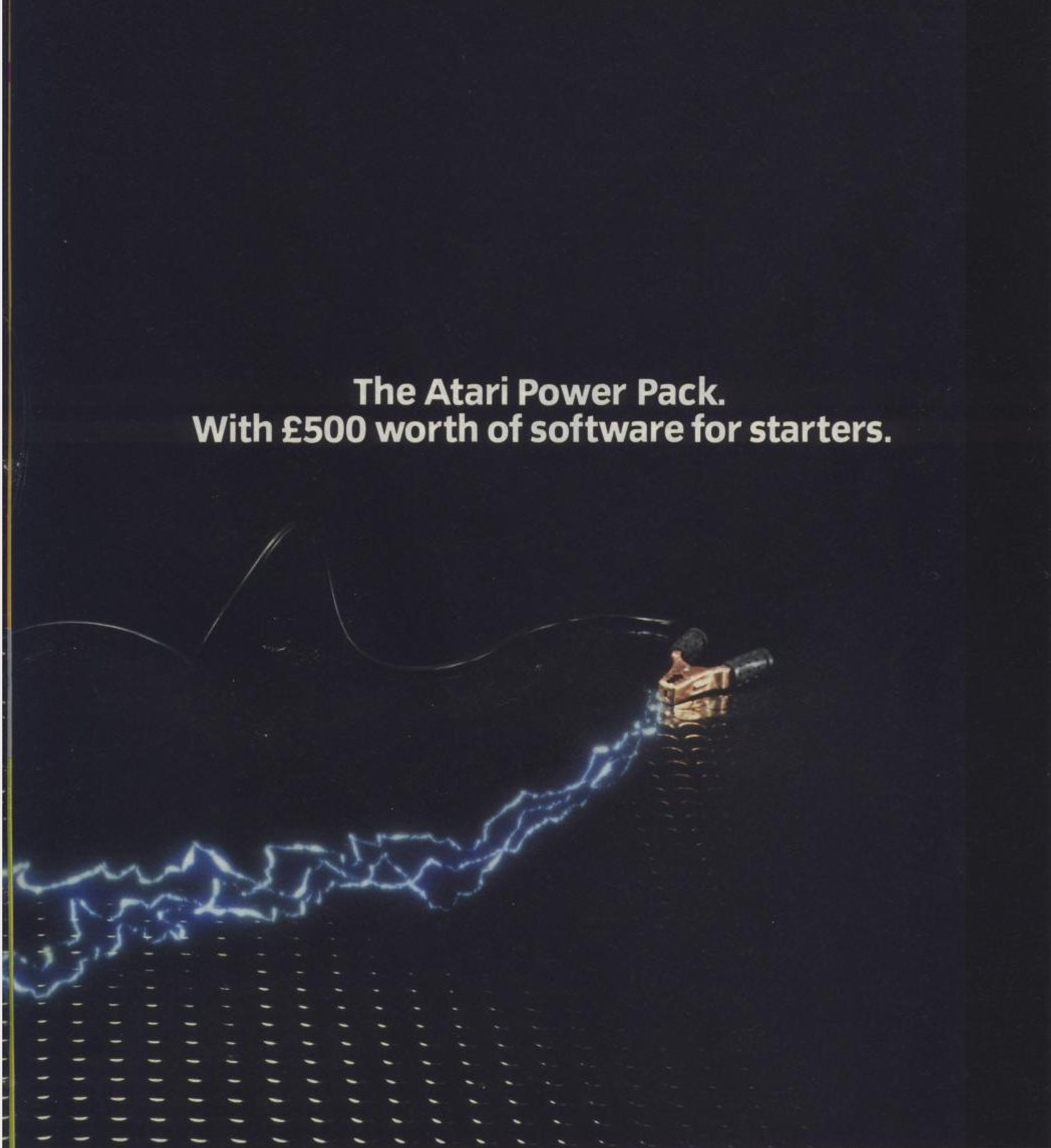




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CRASH ZX SPECTRUM Live Circuit

VIEWS ● NEWS ● JETMAN ● COMPOS ● CLASSIFIEDS ● COMICS ● WINNERS ● AS COMPILED BY LLOYD MANGRAM!

With that festive time just around the corner a few extra notes found their way into the mailsack this month. Sadly, the notes were not of monetary value, but Christmas gift wants from the rabble. Nicko wants fame, stardom, etc on the DJ scene, Oli wants a 30 hour day because he can't do everything in just 24 hours, Mark an extra 20 pages to witter on about coin-ops and comics and Richard wants a puppy. Aw! (Remember kids — A cute animal pet is for life, not just for Christmas). Me? I just want some peace. Have a good one.

LETTER OF THE MONTH

FAST FOOD

Dear Lloyd
Here I was enjoying myself playing, no not Manic Miner or Jet Set Willy, but Fast Food by CodeMasters. All of a sudden I got to 'wow' level 30, the instructions say that at level 30 you'll get a surprise, so I carried on. I passed Level 30 then the next screen appeared. I looked at it and paused the game because I couldn't play, it was impossible. It was a surprise alright: the screen was upside down and back to front, it was weird. I said to myself 'Kylie Minogue you should play, its right up your street.'(Eh? —LM). I didn't want to turn the game off as it was the first time I'd got that far, so I did the only thing I could: I turned my monitor upside down and played looking through a mirror, eventually I gave up. My advice to you if you intend to play any further than Level 30 is to

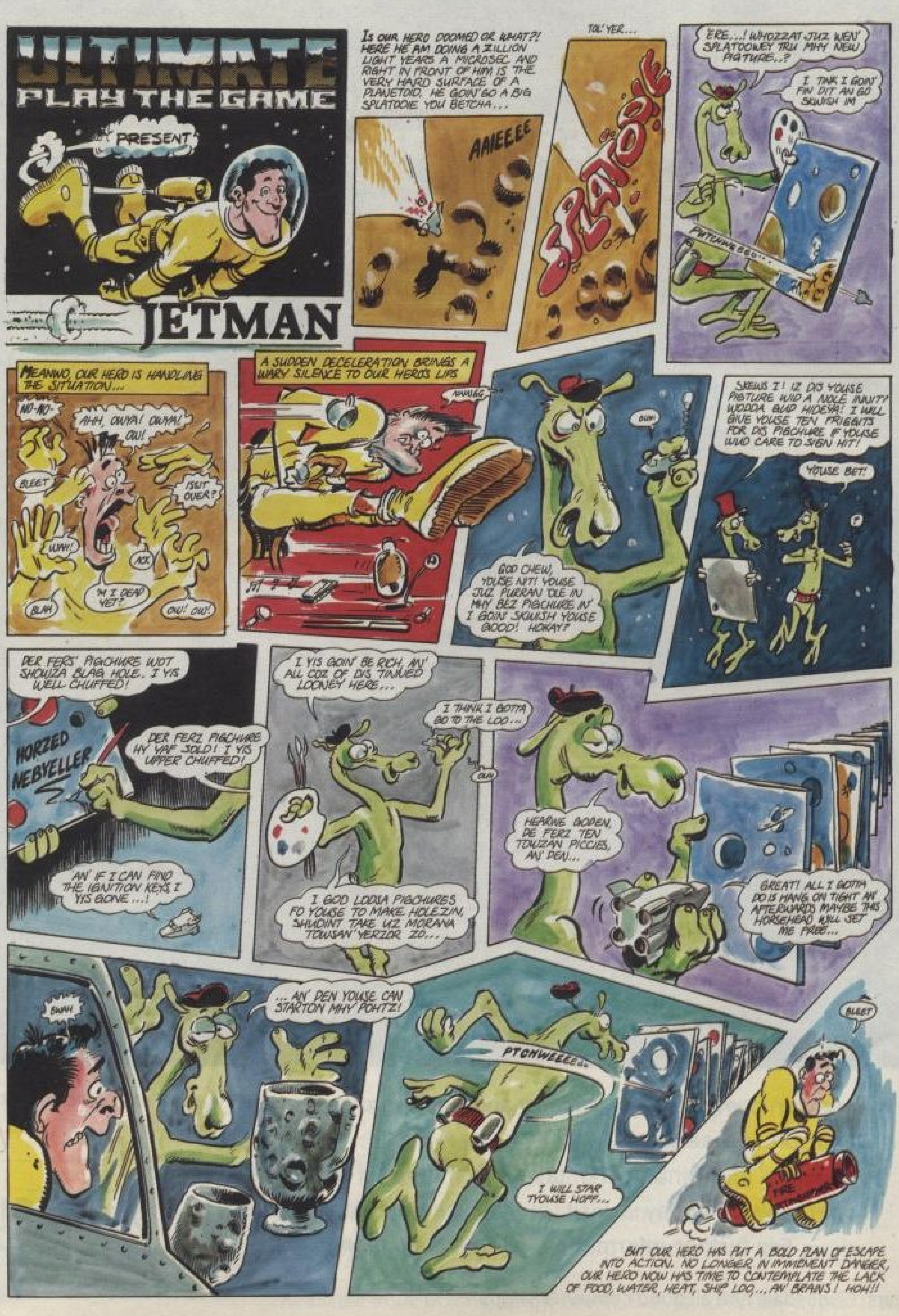
1. keep a mirror handy
2. learn to stand on your head or
3. turn your tv or monitor upside down.

Have fun
Mark Corrington, Bletchley MK2 3NN

**Erm, thank you. Or thank our Christmas spirit for awarding you letter of the month.
LM**

MOANS GALORE

Dear Lloyd
Writing this letter gives me no pleasure because I am a long time CRASH reader, and I don't like to see the magazine go into a sharp decline. However I think there are valid points to be made about the much heralded new look CRASH, and so here goes. Firstly re-launching the mag with a cover mounted cassette and greatly reduced editorial content was, in my opinion, a monumental mistake. I'm sure that many other readers would agree on this point, which is why



they are deserting you in droves. You can't deny this because the latest ABC figure shows a drop of almost 14,000 or 21% in readership. Since the new look was intended to counter the slide it has obviously been a terrible move.
Your publisher went for a more games orientated format, in the simplistic belief that it suited the majority taste. In other words because most Speccy owners use their computers for entertainment, it was felt that they aren't interested in other aspects eg programming and hardware etc. WRONG!, when you dropped the excellent Tech Niche section you effectively ruined the balance of the mag, which was what set it apart from other Speccy 'comics'. Secondly, the September issue cover showing an African hunter holding an Elephants tusk was disgusting. You are irresponsibly undermining the work of all those people who are trying to raise environmental awareness and end the senseless slaughter of this mammal. Finally, I know you probably won't print this letter because it is too critical, so I make this plea bring back the old CRASH which was both educational and fun. The 8-Bit market has passed its peak now, and you won't revive it through your current approach, only hasten its end.
D. Speck, Hitchin, Herts

**ABCs are the average monthly sales of magazines over a six month period audited independently. What you don't see Mr Speck, is that the 'new' CRASH's sales barely had any effect on the average you quote, as the period in question is January to June, and the first Mega Power Tape issue was June. We're rather chuffed to have found that many more people (15-20,000 more) are now buying CRASH and that they like the change. Sorry.
As to the Tusker cover, I'm afraid I think you're being silly. The game concerned is not about ivory hunters, but about looking for the fabled Graveyard of LONG and NATURALLY dead elephants! So please control your paranoia.
LM**

HINT HINT!

Dear Lloyd
I am a very unhappy ZX Spectrum 128K +2 computer who has had Postman Pat (freak!), Rock Star Ate My Hamster (?), Fruit Machine Simulator and Advanced Pinball Simulator played on me all the time. My master also plays the CRASH games quite a bit too. Well, it just happened the other night I had a blank tape in my datacorder and two CRASH magazines were lying next to me. I had a good read and thought they were brillo! I found the address to write letters into and sent this. I hope I can have £40 of new games to have loaded on me (hint hint!) and could they include Chuckie Egg 1 please? I like Chuckie Egg 2 loaded on me and my friend Freddy the 48K computer who lives down the road has told me about it. Please, please, please, please. Something new!
Willy the 128K+2 Computer, c/o Neil Scribbins, Milton Keynes

**I'm afraid we don't give out software vouchers to Speccys. And besides, the Power Tape's six games should keep you happy for a while. Funny, more and more Speccies seem to be getting an education: this is the second one to have written in since October...
LM**

NEVERENDING FOOTY

Dear Lloyd
Treble Champions? Huh! Treble Champions 34%?! You must be joking. The game is crud. It doesn't even deserve 10%! I bought it as I'm a great fan of football management games, and this is the worst ever! I have Football Manager 1 + 2, Soccer Q, and lots more. I have recently purchased 'Advanced Soccer Simulator'. That deserved a Smash, it was a heck of a lot better than Treble Champions, and a heck of a lot cheaper! What a waste of space their letter was.
Paul Hunt, Flint CH6 5SB.
PS. Where's Phil King?

**Phil King fell for the Commodore and is now working on ZZAP!. Poor deluded fellow.
LM**

'ROUND THE BEND

Dear Lloyd
I am writing this letter to try and stop myself from smashing my Spectrum into bits (poor little thing). It all started when I bought my favourite monthly mag (CRASH) from my newsagent. Then when I found the tape with Test Drive 2 from Accolade on it I thought I'd be able to go home and have a nice long game on it. The only problem was that when I'd loaded it I found my dreams of playing this demo were over. I thought demos were playable, instead I find it does everything on its own and you can't do anything to control it!!! That was what drove me around the bend, so next time you bring out a demo please, please, please could you make it so you can play it. If not for my sake, for my poor little Spectrum's sake which now has a bit of a headache.
John Bottemley, Halifax.

**The Testdrive II demo was an odd one out really, all our demos are usually playable. But the game was not ready for a playable demo at that stage. The idea was to show off the game's graphic capabilties. To be fair, the cover lines clearly state when a demo is playable. Hope this month's Gazza's Super Soccer demo pleases you more!
LM**

VIRUS

Dear Lloyd
Hi. I'm writing this letter on the 13th October. Yes, the day a new virus entered the world of computers. Mine has not suffered by the virus as it has already broken down. 'The power supply, rats,' I thought when it broke, and 'phew' when I heard the news. I would like to know whether any Spectrums were affected. What will happen to all the people who are to start computer courses? Do you know how long it will last for? I hope it only lasts for the day.
Yours sincerely
Chris, Ealing W5 4AH.

**It's impossible for Spectrums to get the virus as viruses tend to hang out on PCs, Amigas and occasionally STs. So no need to worry at all. But I should get the power supply seen to.
LM**

DO YOU HAVE SOMETHING TO SAY?! YES!!! WELL, WRITE IT DOWN AND SEND IT TO LLOYD MANGRAM, LIVE CIRCUIT, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. THERE'S A £40 PRIZE FOR THE BEST LETTER. RIGHT? AND A MERRY CHRISTMAS. MINE WILL BE A RELAXING ONE...GOOD FOOD AND SOME GOOD OLD FASHIONED HEAVY METAL - PINK FLOYD!

12 COMPOS 1 *OF XMAS*

AAAAARGHH!

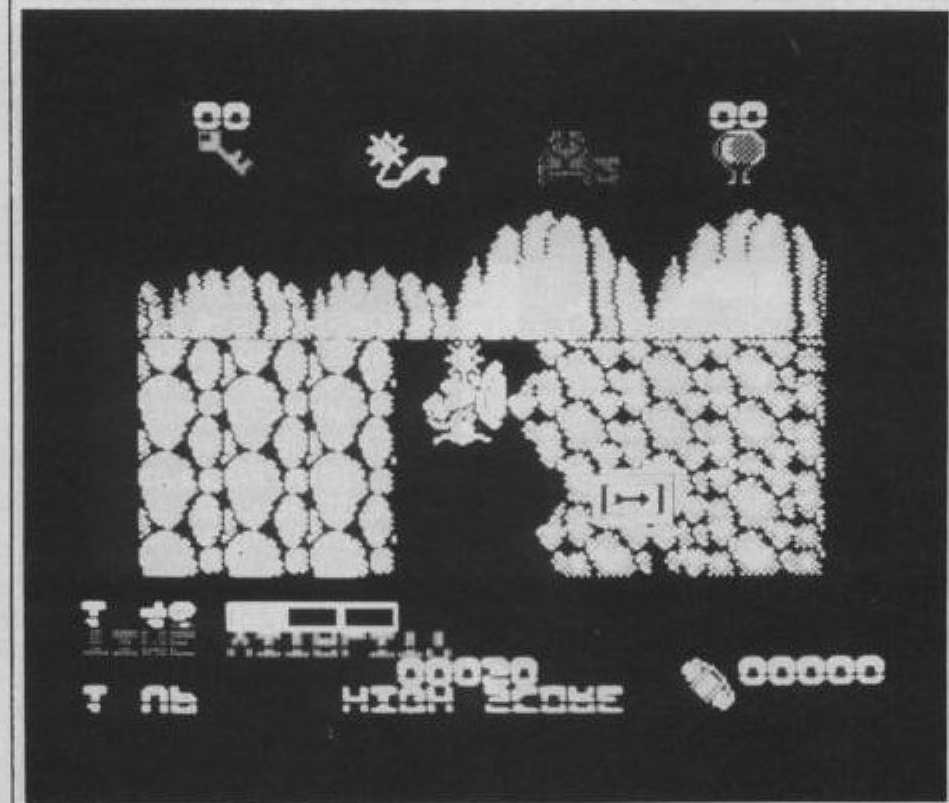
Ghouls 'n' Ghosts/US Gold

Berlimey! There's some spook goings on at Castle Gold. Only today a poltergeist has whipped away 10 copies of *Ghouls 'n' Ghosts* and 10 creepy US Gold t-shirts! Strange thing is, the ghostie has spirited the goodies right across the Midlands and straight into the CRASH prize bin! Spook! We've exorcised the prizes (quick run around the field) and are going to give 'em away! Now turn in your grave to page 73 and find out how to win, win, win!



US GOLD: MORE CORK-LIKE COIN-OPS!

Black Tiger, appearing early next year from US Gold, follows the story of one man's crusade to rid the world of three very large and very evil dragons. Along the way BT will be helped by a variety of friendly strangers, but the restoration of peace is in your hands. Around the same time *Crack Down* will be available: early in the 21st century a band of genetic warriors are created — led by an evil genius who wants to take over the world. You (or thanks to multi-player mode, you and a buddy) must infiltrate their base and, in a multi-level battle, destroy the weapon they plan to use to cut short everyone's lives. Sounds familiar but exciting. We can hardly wait (for the game, not for the end of the world)





"Hallo! Dan Dare, Pilot of the Future, here. Just to let you know Virgin are just putting the finishing touches to my third natty computer game, and hope to release it in the new year. It's called *Dan Dare III* and Digby says it's bound to be reet grand, whatever that means."

12 COMPOS 2 *OF XMAS*

GHOSTS AGLOW!

Ghostbusters II/Activision

You'll never need a torch again when you've got one of the 10 glow-in-the-dark *Ghostbusters II* t-shirts Activision are bunging your way! One size fits all! Will fit even the biggest ghost's bust!! (Gnuk!). Write Bill Murray's name on the back and pretend to be the star himself! Hours of Christmas fun for all the family!! Slime your way to page 73 and we'll tell you how to win, win, win!

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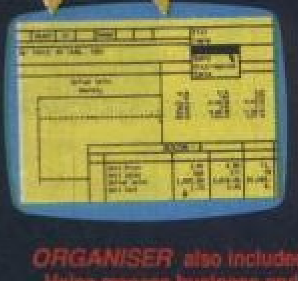


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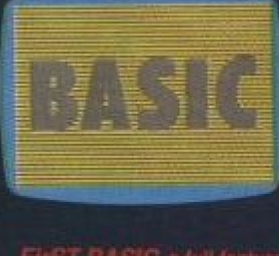
R-Type
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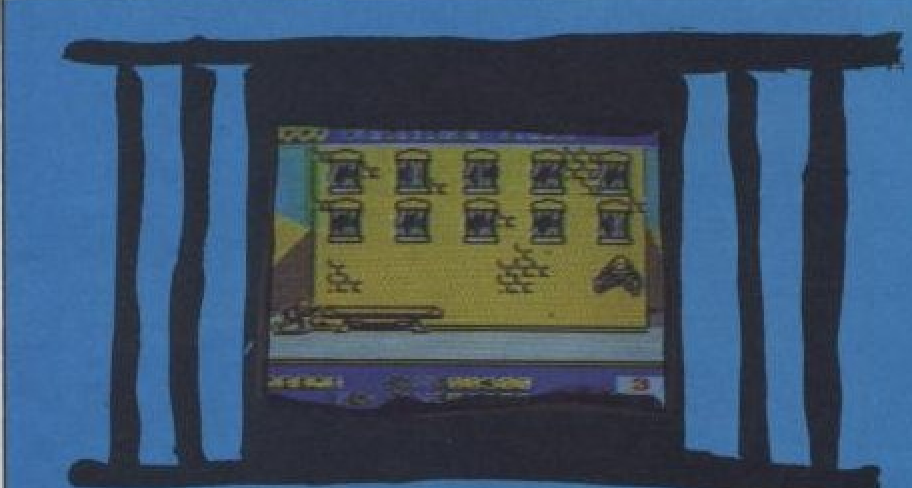
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WHAT A GREAT ESCAPE

BoBo
After spending 17 years in a prison called Inzeeslammer, desperate BoBo decides to attempt a jailbreak. It is up to you to guide the reluctant hero through five levels of nail biting action as he runs the gauntlet of guard dogs, search lights and all the other things that are associated with prisons. Released by Infogrames *BoBo* should hit the streets right now.

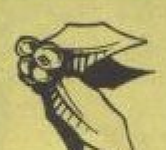


JOE BLADE III

The man with the gun is back: after a short break Joe Blade is after his old enemy Crax Bloodfinger who is holding six hostages in his inpenetrable thirty storey fortress Crax Plaza: safe from most people. but not Joe Blade does his worst to rescue the hostages causing much death and mayhem. Can Joe do it? Get the Player Premier release at £2.99 andl make it happen.



12 COMPOS 3 *OF XMAS*



FREE
Subscriptions!/CRASH



Get 12 months supply of ultimate thrill power from the mag and tape that likes to say 'Yes'! Erm, that's CRASH by the way. The Powers That Be have, in a very unusual fit of generosity, offered five prizes of a years sub to CRASH, worth a stunning £16 each! Be the envy of all your mates by getting your monthly dose of excitement before everyone else. CRASH — it'll bring new meaning into your life! (old hippy type saying). Now flip on out to page 73 and get in the running to win, win win!



JOYSTICK AHOY!

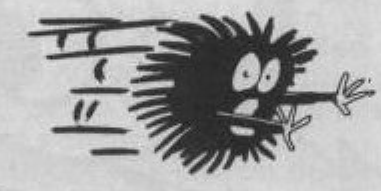
The Delta 2000 joystick is now available at Boots and most leading computer stockists, this is according to its manufacturers - and we can't argue with them. So what do you get for yer £9.95, well reliable microswitches, a two year warranty and smooth accurate action. Wizzo eh?



PAT IS BACK - BACK!!

After last month's revelation that Alternative were about to release a *Count Duckula* game, word has reached our ears that *Postman Pat II* is on the way. Set for a November release Pat will soom be resuming his duties in his litttle red van with the personalised number plate. He's bad, he's back and he has trodden on the cat (Miaooooow!). Sorry Jess.





12 COMPOS 4 OF XMAS

FIRE AWAY!

OperationThunderbolt/Ocean

Dakka dakka booom! Arrrrrgh! It's that lethal, bullet pumping mega game *Operation Thunderbolt*, CRASH's tip for the top this Chrissy! But for now forget about rescuing the hostages and rescue the prizes Ocean are holding captive at Manchester HQ! There are 10 copies of *Operation Thunderbolt* and ten Ocean t-shirts up for grabs — the ultimate combat equipment for the festive season. Shoot your way through the guerillas to page 73 and win, win, win!



EARTH SHATTERING NEWS!

And just as this issue 'goes to bed' (gnuk!) news is coming in of a stunning new development in the software world. The product that could revolutionise the industry comes from Alternative Software who have announced the imminent release of...(wait for it!) *The Sooty And Sweep Computer Game*!! Yes! You can play either Sooty or Sweep in a game against the clock, the objective being to collect all Sweep's yummy bones that he has left lying around Matthew Corbett's house! Sooty and Sweep have to find them all before Matthew gets home or they'll be in trouble!! The pair of scamps! Available soon, Sooty and Sweep will cost £2.99. Crikey! It's enough to make you say 'Izzy wizzy lets get bizzy!'. Erm, yeah.





LAST LEVEL

Boo hoo, sniff, sniff, after eight years and over fifteen top selling adventure games, Level 9 are releasing one more product before they hang up their adventuring hats for good. The game will be called *Scapeghost* and places you in the boots of a cop who has been murdered and blamed for crimes he didn't commit. You're given three nights to investigate and clear your name. So, using your investigative skills plus the help of other ghosts, can you solve the puzzle?

Featuring three parts and high quality graphics *Scapeghost* was available at the PC Show and looked promising. More info from
Level 9, PO Box 39, Avon BS24 9UR.

IT TAKES TWO TO TENGEN!

Barely do they draw breath after the news that *Cyberball* and *Escape From The Planet Of The Robot Monsters* are on the way, than Domark announce another Tengen licence planned for an early '90 release. Entitled *S.T.U.N. Runner*, the game will place the player in the 21st century at the controls of a billion dollar racing vehicle of immense power. The idea is to stay alive long enough to complete races in which opponents actually try to kill you. Normal Speccy prices are expected to apply, more news of the game when we receive it.

NEW MUG IS TRASH!!

Third Millenium Systems have announced the UK launch of '*Trash*', their brand new multi-user adventure game. *Trash* is due to be available in the New Year on Micronet, Prestel, Telecom Gold and the Callstream Network. Phone in and you'll be able to do such amazing things as grow your own spaceship, teach machinery to hum and meet fire breathing cabbages. Sounds fun

12 COMPOS 5 OF XMAS

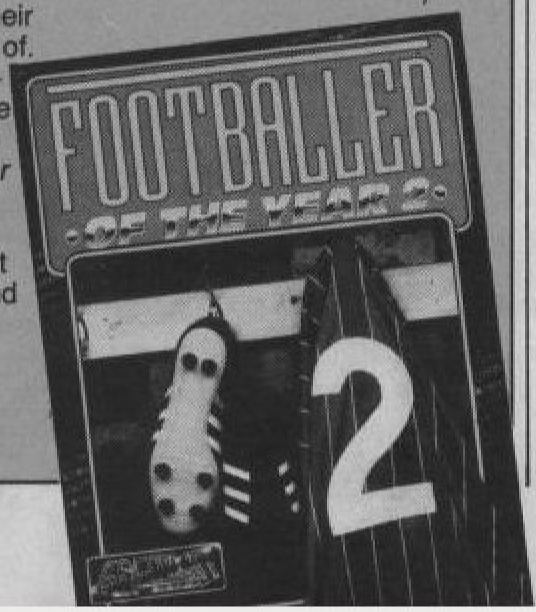




GOAL!

Footballer Of The Year II/ Gremlin Graphics

Go green go Gremlin! That's their slogan, it's, erm..., topical, sort of. Do your bit for the enviroment - stop kicking up the grass on the footy pitch and play inside with Gremlin's *Footballer of the Year II*! We have ten copies to give away along with ten Gremlin t-shirts (the official strip). So, bolt up the right wing to page 73 and win, win, win!!





What's happening in comic land and what to look out for! Mark Caswell makes his choice

The Avengers
Marvel Comics, 70p Monthly
The Avengers used to be one group -with members popping in and out — but now we have three comics to confuse us. The Avengers, West Coast Avengers and Avengers Spotlight, the first two dealing with the problems faced by the two splinter groups, West and East Coast Avengers, whilst Spotlight splits into two, a multi-part story starring one member of The Avengers and a single part story centered on another single member (!).
Most of the original Avengers still survive in one comic or another, including Ironman, Captain America, The Scarlet Witch, The Vision and Thor. Although they've on and off been joined by new faces like Shulkie, Quasar and Gilgamesh. Along with SpiderMan and DareDevil these are heroes I grew up with, and I'm glad to see they're still (just about) together. 'Nuff Said.



Star Trek - The Next Generation
DC Comics, £1.00 Monthly
Gone are James Tiberius Kirk (bet you always wondered what the T stood for), Mr Spock and Co and in is Captain Picard and crew from the new series.
A Trekkie myself, I like the new look and not surprised to find the comic very good. The Enterprise sets up orbit around the planet Raimon. Its inhabitants have a strange attitude to death. When someone's time comes they call their peers to the bedside and hold a joyous celebration, with the dying man as guest of honour. Captain Picard is summoned to attend, but ends up being accused of murder. Gripping stuff.

There, something to get on with. More comix news soon!



12 COMPOS 6 OF XMAS

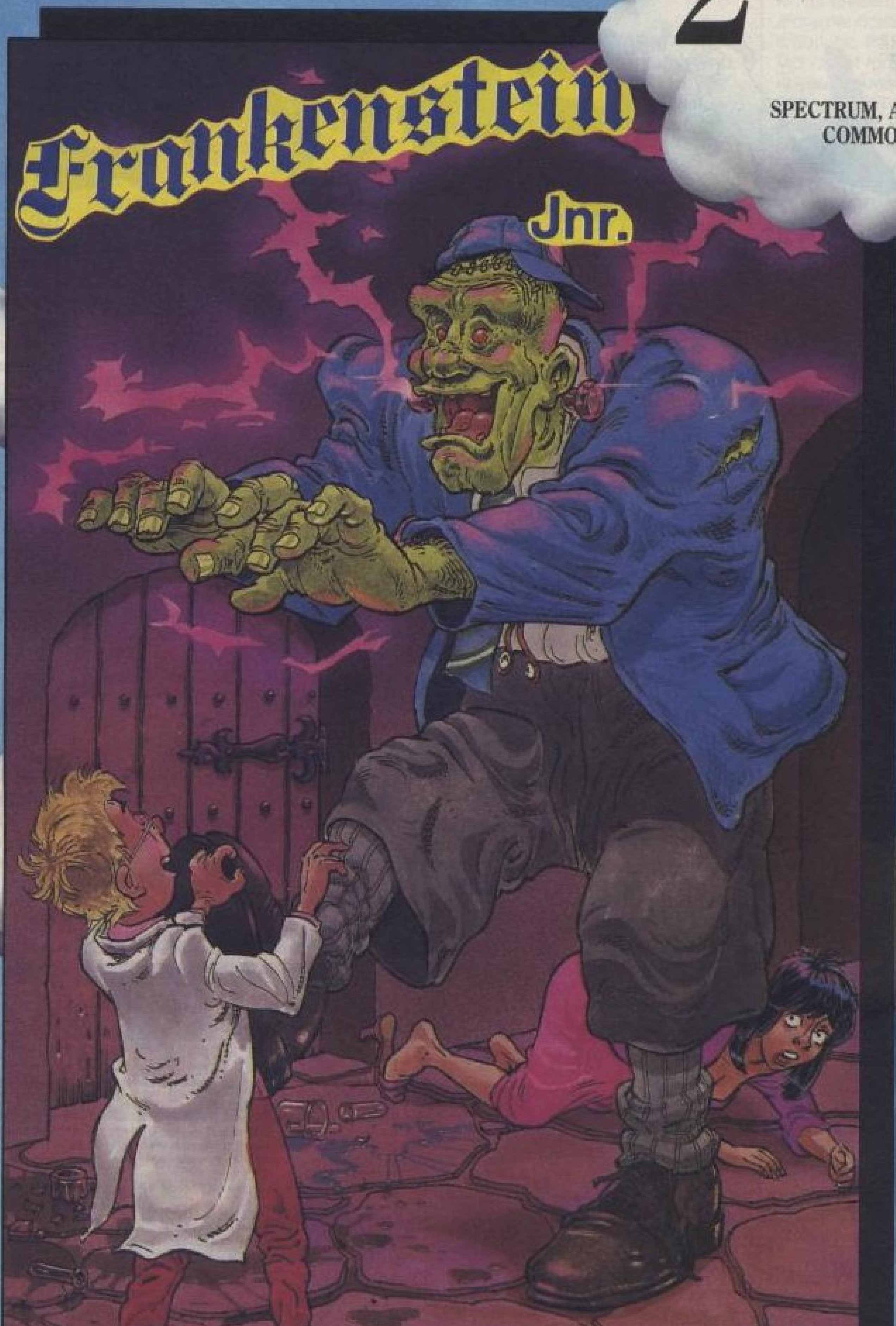
IT'S SUPER, DOCTOR!
Gazza's Super Soccer/Empire

'Gazza's the name, footy's the game!!' Erm, so you're Paul Gascoigne then? 'No! Har Har!' (Evil laugh!) 'I'm Dr Doom and I'm out for revenge! Har har!' Oh. Erm, I see and this is where you live is it? 'No! Har har! This is my Empire!!' Ah! I thought Empire was a fabbo software house from Oxford. 'Har Har! It IS!!!' Moving along rapidly... Empire are offering ten copies of *Gazza's Super Soccer* and ten copies of *Dr Doom's Revenge*. Bravo chaps! Whistle your way to page 73 and win, win, win!!



£2·99 *"Look out for great new games in the Cartoon Time range from CodeMasters"*

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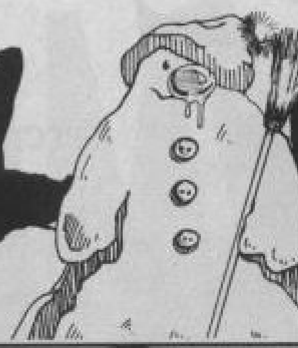
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CARTOON TIME

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CLASSIFIEDS



12 COMPOS 7 OF XMAS

ONLY THE BEST!

Thrill Time/Elite

And you join us at this prestigious compo ceremony as we announce a fabbo compilation prize... And the compilation is... (opens golden envelope) Thrill Time Platinum Edition from Elite!! Hurrah! An Elite spokesperson comments: 'Ooooo, this means so much to us all. It's been real team work that's created Thrill Time Platinum Edition which features ThunderCats, Ikari Warriors, Buggy Boy, Beyond the Ice Palace, Hoppin' Mad, Gladiator, Live and Let Die, Space Harrier and Dragon's Lair! Tell you what, we'll give five copies away along with five Elite t-shirts!' Ta very much. Run along to page 73 and win, win, win!!



WANTED

Spectrum 48K game THE HOBBIT wanted. If you are willing to sell it, please ring Maggie on 0308 22384 anytime to discuss cost etc.

Wanted Multiface 3 for Spectrum Plus 3. Phone Chichester 528302.

FOR SALE

Philips NMS 8220 MSX2 computer. 800 worth of tapes and cartridges including R-Type & Rastan. Worth 1041, sell for 350.Phone Dave on Hexham (0434) 607453 for a full list.

Sega console, 8 games inc. Ghostbusters plus Y's 3 joysticks.Worth 260, accept 150 ono. Phone 0375 678422 after 4pm weekdays.

Spectrum 48K+, boxed with cassette player, interface, joystick, lightpen and 80 worth of games. All in excellent condition. All for just 100. Contact Gary on (0772) 634519. 26 Summit Drive, Freckleton, Preston, Lancs. PR4 1PP. Also Yamaha PSS-170 keyboard, worth 80, sell for 55.

Forty-one games which include Robocop and Running Man to sell at 15 the lot. No offers. Ring 01 771 2850 and ask for Matthew between 4.30 and 7.00pm.

Crash back issues for sale. Issues 1-20 complete and 20-68 with odd few missing. Will sell complete or separated. All reasonable offers considered. Tel. 0968 76977 and ask for Craig after 4pm.

Games sale! Prices start from 1. All originals on tape. Send a SAE for more details and price list to: Matt Taylor, 59 Jobes Close, Balcombe, West Sussex RH17 6AF.

Spectrum 128K+2. Excellent condition. Over 360 of games, joystick, some mags. Will sell for 250 ono. Phone 0793 872329 (Swindon), ask for Tim.

Spectrum +3 for sale, lots of games and mags, tape leads, Multiface. Games include Forgotten Worlds and Robocop on disk. Sell for 150 ono. Phone 410 5859 or write to 17 Leyburn Place, Birtley, Tyne & Wear.

Over 340 games. All originals worth over 1000. 150 ono. Will not split. Phone (0754) 68767 between 4 and 6, ask for Marc.

Spectrum +, Alphacom 32 printer with rolls, Kempston interface,Quickshot joystick, light pen, 75 worth of games incl. Op. Wolf,Back to Skool and many more. 180. Tel: 04493 498.

Spectrum software for sale, top titles including Cybernoid, Driller, Starglider from as little as 50p. Also Ram-Print printer interface with built in joystick port and WP 20. Send for list: P. Clough, 29 Ladysmith Terrace, Ushaw Moor, Durham DH7 7PB. Tel: (091) 3733361.

Amiga games, boxed, as new. 10 each inc P&P. Hostages, Super Hang-on, Bionic Commando, Op-Wolf, IK+, Karate Kid II, Scorpion, Starray, Black Lamp. Tel: 060 546 715.

Atari 520K computer needs drive repair, keyboard connection, otherwise working. Average repair 60. Includes software Art Director, Procopy, Baal, etc. Offers:- Phil Garfit, Flat 2, The Old Rates Office, Trevenson Moor, Pool, Redruth, Cornwall TR153RL.

Loads of games for sale. All cheap and all original. For free list write to: M. Rig, 34 Cheviot Way, Upper Hopton, Mirfield, W.Yorks. WF14 8HW. No SAE needed, but write now to avoid disappointment.

Spectrum 48K, interface, Quickshot 2, recorder, 45 mags, books, 300+ originals including New Z. Story, Rick Dangerous, ForgottenWorlds, Running Man, Storm Lord, Indy 3, etc. Recently serviced.Worth over 500. Quick sale 120 ono. Calne (0249) 814439.

Loadsa mags! Crash issues 1, 3, 4, 27-69! 1 each, also Your Sinclair 1-45, Sinclair User 65-90. Can sell as one or separately. Games also for sale. For more details, ring Gary after 4pm on 0606 552331. Hurry!

215 Spectrum games for sale, get 50 free! Worth 800, sell for 300 ono! Includes Silkworm, New Zealand Story, Forgotten Worlds, Carrier Command, Dragon Ninja, R-Type. Write or phone for full list: 16 Elton Parade, Darlington, Co Durham. Tel: 0325 358247.

Spectrum +3, still boxed, Multiface 3, 100+ games tapes and disks. Worth 1000+, sell for 500. Disks include APB, Robocop, 8 blank disks. Phone (0324) 22359, ask for Alan or write to 14 Prospect Street, Camelon, Falkirk, Scotland FK14AZ.

For sale Spectrum +2, datacorder, plastic cracked, 435 worth of software, Multiface 128, Genie 128, joystick. Worth 630, sellfor 325. Phone Stockport 442 5917 evenings only. PS. All games all originals.

Spectrum 128K +2A, Cheetah joystick, Kempston joystick, 660 worth of games including Robocop, Ninja 2 and Op. Wolf, Kempston interface. Worth over 800, sell for only 250. Phone (0753) 20896 after 5pm.

PENPALS

Amiga contacts wanted. Beginners helped IF postage paid. 100% reply. Write to Carl, 15 The Meadows, Llandudno Junction, Gwynedd LL31 9LP or phone me on (0492) 82737. No lame '***' or '***' OK! Reply NOW!!!! !!!!

USER GROUPS

Utilities, programming help, graphics, info, practical home grown software for serious users on + 3 disk, Disciple/+D, Opus, microdrive, cassette. "OUTLET!" (monthly since 1987!) Latest issue 2.50 to newcomers only! Ron Cavers, 605 Loughborough Road, Birstall, Leicester.

FANZINES

Two pints of gold top... OOPS! I almost did it again! Issue 6 of RAD (for Spectrum and C64) on sale now. Send 1 to Alex Huhtala, 49 Rushmere Way, Rushden, Northants. NN10 9YB.

MISCELLANEOUS

"ALIEN BLOCK" graphic arcade game. Spectrum only. Heighly active.250 already sold and still 3.00 inc. P&P that's all!!! ControlSoftware, St Anthonys Church Hill, Glanmire, Co Cork, Ireland."Or ask about Pen-Pal Express. Hurry!!"

VINSOFT would like to wish you all a Merry Christmas!
"KNOCKOUT" - boxing-strategy-simulation - 12 opponents, speech, joystick, great colourful graphics + more! Only: 1.99!!
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VINSOFT's '89 PACK An ideal Xmas present to suit all tastes:All 3 aforementioned games for only 6.50!! inc. P&P!(Chq/PO/cash) - Months of fun! We'll also giftwrap it at yourrequest! (Offer closes Jan 25th - HURRY!). Please state itemsclearly. Payments to: V. Vity, Dept CR71, 11 Willow Gr., Bare,Morecambe, Lancs. LA4 6JJ - P.S. Leave a carrot out for Rudolf!!

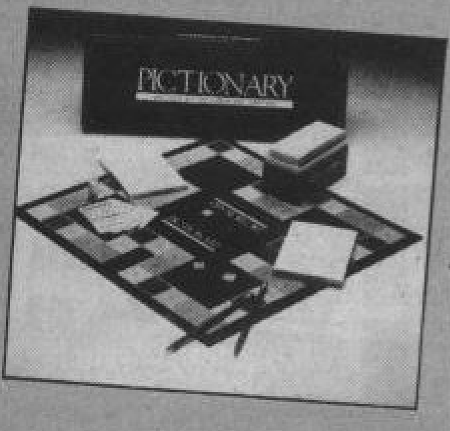
What can you buy with 5 pence? The Shaw Brothers Information Sheet - The Sequal. Immediately available! Despatch a SAE plus 5 pence per sheet. Includes gratuitous games offer and more! Sheet No. 1 still available. Write to G.D. Shaw, 25 Redwood Avenue,Royston, Barnsley, S. Yorkshire S71 4JP.

12 COMPOS 8 OF XMAS




GUESS WHAT?
Pictionary/Domark

Right, listen everyone - it's an object. (Scribble! Scribble!) 'Oh! erm, it's a box!' Sort of... (Scrawl! Draw!) 'It's a board!' Erm... (Scribble!) 'Ooo there's some dice!' (Scrawl! Scribble!) 'Ooo! Ooo! I know! I know! It's a, um, board game.. and it's Pictionary!!!' Quite correct. It is indeed Pictionary, the game for anyone who's quick on the draw. You draw an object and everyone has to guess what it is. Domark has just released an excellent conversion of the title, and we have the board game version of Pictionary to give away! Scribble your way to page 73 and win, win win!!



COMPO WINNERS



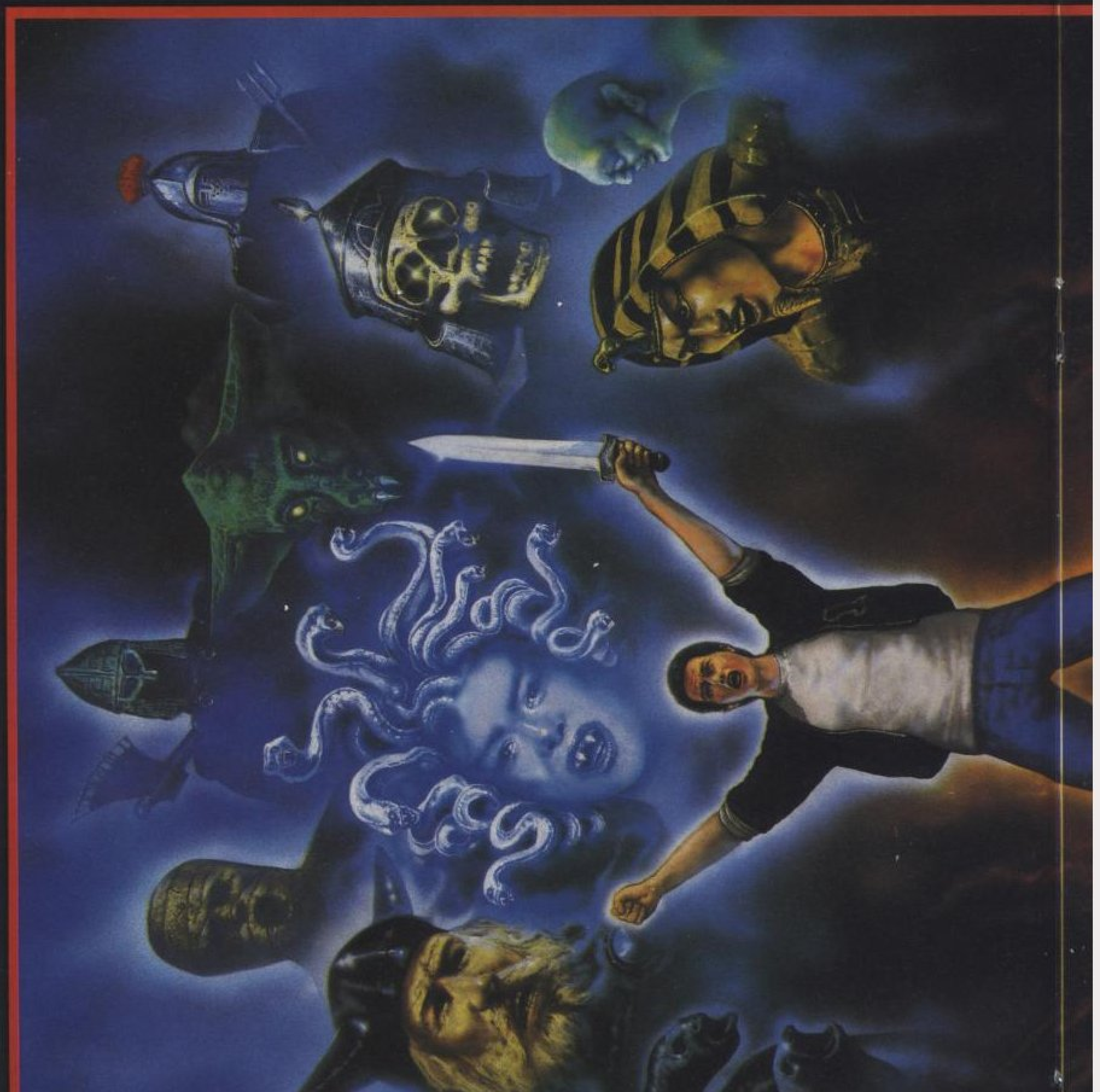
Roll up! Get yer luvverly prizes here! First off the winners of the It'll Make My Day If I Win The Defender Gun Compo that Cheetah ran. The 50 winners who each receive a Defender Light Gun and six games are:
Laura Wood Ward, Bristol BS19 2TP; Robert Millington, Liverpool L25 2UB; Peter Riggott, Welton LN2 3LH; Alan Wallington, Ryde PO33 3QQ; Martin Wade, Banbury OX16 0SE; Carl Varley, Ilkeston DE7 4GE; Andrew Irwin, Taunton TA1 5QA; Philip Tobin, Hartlepool TS26 9PE; Vanbrabant, Belguim; C Polley, Southsea PO4 0AU; Alan Ball, Huddersfield HD5 8XJ; Toby Wilson, Hounslow TW4 5LY; Peter Ives, Coventry CV2 3AQ; Kris Jenkins, Aylesbury HP21 7EU; Ross Jackson, Fife KY2 6LG; Daniel Roberts, Solihull B91 3RL; A Fielden, Wargrave RG10 8DX; Michael Smith, Tamworth B77 2HB; Paul Jago, Bodmin PL31 2NS; Kevin Marshall, Northampton NN2 7EH; Dean Owen, Southampton SO1 8DE; R Lamb, Jenburgh TD8 6HQ; Barry Greaves, Chesterfield S43 3LA; J Morris, Halifax HX4 8LZ; David Allington, Normanton WF61NB; Eric Graham, Londonderry BT48 8NZ; Simon Wright, Barnsley S75 5DB; Philip Allen, Enfield EN3 5JZ; Edward Micklewright, Warrington WA3 4JT; K Hetherington, Stanley DH9 6DL; Peter Butler, Brockworth GL3 4AR; Alan Wild, Derby DE2 6PQ; Martin McLean, Hamilton ML3 8UG; Ryan Pierpoint, Dartford DA4 9BB; Anthony Johnson, London SW15 4HA; Colin Butler, Leeds LS12 4TP; Rashid Munik, Uxbridge UB8 2PE; Anthony Ridsdale, Stockport SK2 7LD; Susan Kidd, Cardiff CF2 6HG; Richard Hall, Thames Ditton KT7 0YP; James Forster, Oswestry SY11 2YD; Mark Nelson, Saintfield BT24 7DQ; Jon Willoughby, Blackpool FY4 3BU; Daniel Reed, Wallingford OX10 0SS; Richard Groundwell, Dewsbury WF12 7HH; Nicholas O'Brien, Dartford DA1 5LP; A C Whyvell, Doncaster DN2 4QD; Scott Weston, Silloth CA5 4NN; Chris Bennett, Manchester M25 5UE; James Gilmour, Sutton Coalfield B75 7HP.

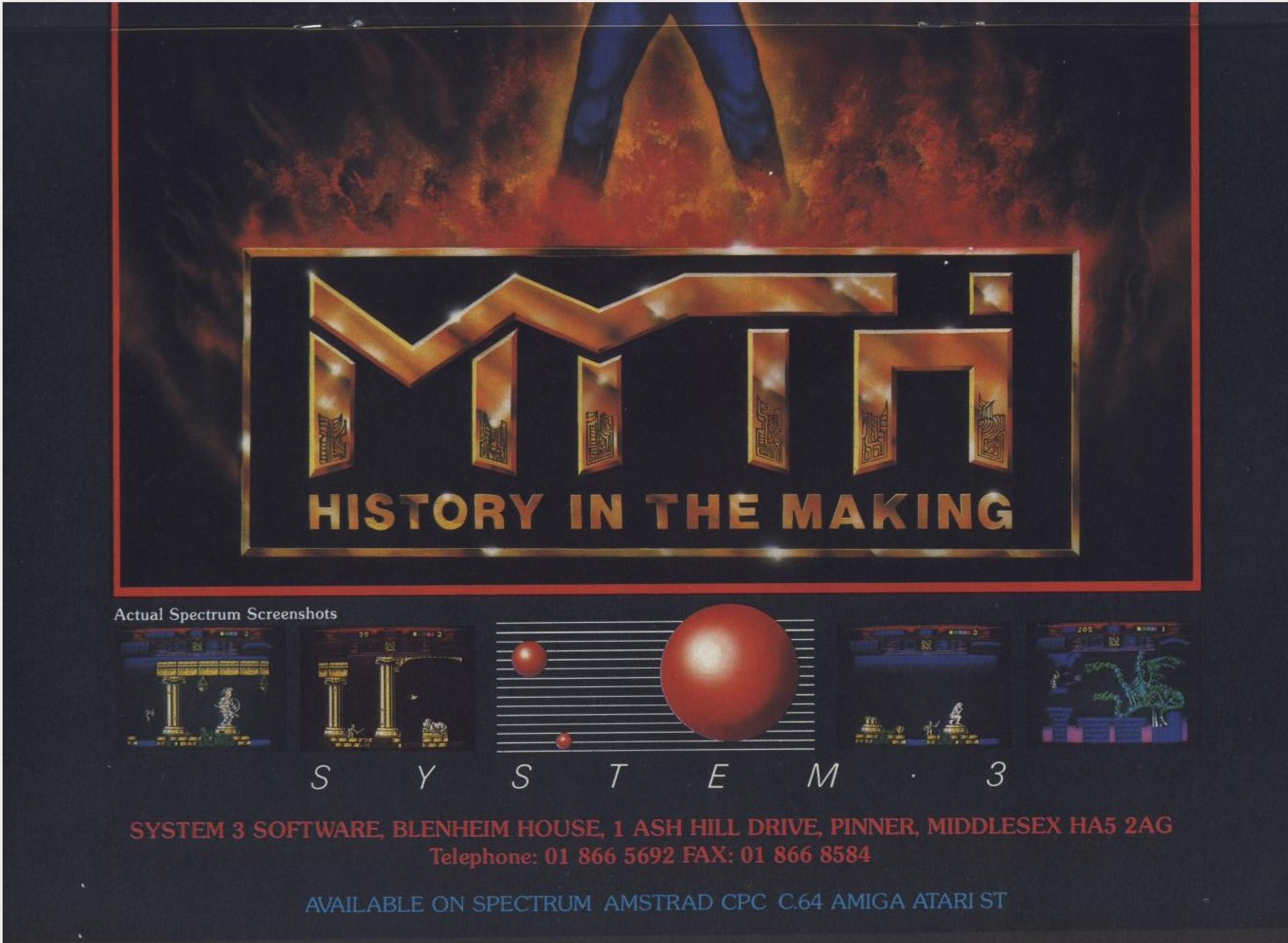
Next up are the winners of Accolade's Very Fast Car Compo. The five winners who receive a model radio-controlled Black Porsche Targa are:
Ryan Glover, Eaton Bray LU6 2DD; Richard Grier, Arbroath DD11 2EN; Paul Marshall, Halifax HX4 9ET; John Sheldon, Tipton DY4 8DN; Laura Woodward, Bristol BS19 2TP.

And finally, The Compo From Atlantis attracted huge amounts of entries, but the lucky 30 winners who each get an Atlantis Bumper pack are:
Darren Robinson, Scunthorpe DN17 1PP; Richard Duncan, Whaddon SG8 5SQ; J Bragg, Ilford IG1 1HQ; M Jervis, Liverpool L15 0EZ; Peter Burns, Tyldesley M29 7WP; Jennifer Hodkinson, Middlewich CW10 0BA; S M Boulton, Cirencester GL7 6HH; M I Khan, Birmingham B11 1RU; Mark Oldham, Gateshead NE9 7PD; S J O'Toole, St Austell PL25 4HR; Andrew Smith, Aldershot GU12 4EL; Piers Napper, Tiverton EX16 8NT; Carl Yeo, Blandford Forum DT11 0JW; Bernadette Simpson, Jarrow NE32 5AZ; D Baker, Birmingham B31 2HE; Robert S Bradley, Corby NN17 2QH; W J Platt, Newbury RG13 3AU; Michael Swan, Doncaster DN11 8DQ; R Lindsay, Irvine KA12 9BN; Daniel Roberts, Solihull B91 3RL; Alan Hughes, Tolladine WR4 9AJ; Simon Clark, Malpas SY14 7AW; Robert Sell, Workington CA14 3NZ; David Scott, Glasgow G61 3HF; Philip Wood, Worthing BN12 5ND; James Sinclair, Carbrain G67 2LR; Neil Morrison, Ellow AB4 9QZ.
Not here? Better luck next time!




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PC Engine

Nick's PLAYING TIPS

Christmas again and all's well in the Towers. We've cleared a big patch of snow from the roof for Santa to land his sleigh on, we've hung our stockings on Mark Caswell with big drawing pins and there are mince pies everywhere. It's been rather sad for poor Lloyd though, he got so excited thinking about getting to meet Rudolf we had to sedate him heavily (I knew that cricket bat would be useful!).

You don't need to ask Santa for a toy train, a doll that explodes if you touch it's nose or a life size working replica of a Porsche though, just ask for loads of computer games so you can try out these wizzo tips, maps and cheats. I've got maps of Batman - The Movie and Indy - The Action Game plus eighty codes for Titan and mountains of cheats with cranberry sauce and a glass of plonk. So get tucked in. I bet you haven't been so excited since The Wurzles got into the charts with 'I've Got A Brand New Combine Harvester'!



TITAN

It's Titan from Titus, the game that's like breakout but isn't if you see what I mean (what)! I've been sent no less than eighty, yes EIGHTY, cheat codes for this little smasher and here they all are in all their glory.

1. J4JMKR
2. HBHCHC
3. 4492LI
4. OSEOEL
5. 24O1TO
6. 01L038
7. 04KJ0B
8. 198075
9. OV7R70
10. H67JR1
11. 04JBR8
12. RDL89G
13. B8JLJ4
14. DNBE08
15. TMV281
16. LO9U3H
17. 9JHTQN
18. UKUTB8
19. 01HFJO
20. 1R7DCG
21. V30906
22. 4P4192
23. 40RSHP
24. E4DBQP
25. LFPOBO
26. 1H9615
27. MOBOPV
28. B9HH22
29. RN4RH9
30. BG6W61
31. 1W1440
32. 044080
33. E396V3
34. 740330
35. 2L41H1
36. SGOWOO
37. 48H093
38. FU5HJ9
39. OGU9P1
40. 294JBH
41. B608SO
42. P81OB9
43. KWOHME
44. HC6TS8
45. 7K4703
46. 9O0PNO
47. 00BI1O
48. HOO1OK
49. 1S4LOF
50. D80N6D
51. 301OLH
52. K47OMT
53. O9UPW9
54. OVE032
55. L29RHL
56. 6ORROR
57. H95LHT
58. 15LOV8
59. EOROC4
60. 9LQHVU
61. HC932F
62. 117938
63. 6048HG
64. 4FO39H
65. VOMO5V
66. CO1FHT
67. OS45OO
68. 2U4BO5
69. CF6B71
70. 88H102
71. H844C3
72. OO5HOR
73. NOTON8
74. OD8V01
75. AH3HD8
76. TIDD12
77. 43L6TV
78. 8HHOH3
79. 1D1S78
80. OIP4GO

BLESS MY PLUM DUFF, IT'S POKEMANIA!

Here he comes again with a festive edition of Pokemania. Stuffed full of POKEs, hacks and chocolate orange it's Graham 'TURBO' Mason and his friendly reindeer. Being a kind bloke he's also included a Chistmas freebie as you've all been so good. It's an arty writing program to get your teeth into.

To control Pokemania you should press Q to scroll the list up, A to scroll it down and SPACE to select the flashing POKE. Here's the goodies we've packed into the stocking...



12 COMPOS 9 OF XMAS

LOST AND FOUND!

The Search For Sharla/Thalamus

Who is Sharla? And why is everyone searching for her? Blowed if we know, but she must be a well sexy 'chick' if there's all this fuss about her. Anyway, The Search For Sharla is looking like being THE arcade adventure for 1990, with huge varieties of arcade and strategic gameplay and amazing walk-through graphics, like in Lords Of Midnight. It's from Thalamus who are offering 20 — 20!! — ultra-fashionable Thalamus t-shirts to get you kitted out for Sharla when it's released in January. Hack 'n' slay your way to page 73 and win, win, win!!





BATMAN - THE MOVIE

Who are you? I'm Ba...Nick Roberts and these are some really trendy tips and maps for one of the best games in the universe (not including anything from the planet Keith which is covered in sheep!). I have been sent so many bits and pieces on this game that I have stuck all the good stuff together and brought you this. All the credits are at the end.

Solution To Level 1
Shoot man, u, r, r, r, shoot man, u, shoot man, l, u, l, shoot battarang to go up onto level, l, shoot battarang to go up, u, shoot man, r, shoot men, d, r, shoot men, d, r, d, d, d, d, r, shoot man, u, shoot man, u, shoot man, u, u, u, r, shoot man, d, d, d, shoot man, r, shoot man, u, u, u, r, d, shoot man, use battarang to swing down and right onto the level, use battarang to swing down and left onto level, d, d, d, d, r, shoot man, d, d, shoot man, r, r, u, u, l, u, u, l, l, u, u, use battarang to swing up and left onto the level, r, d, r, shoot man, d, r, shoot battarang to swing up and right, r, d, d, d, d, shoot man, l, d, d, shoot man, r, u, r, d, r, u, shoot man, u, shoot man, u, shoot men, u, u, shoot Jack Napier to the right of you.

Level Two Tips
Weave your way through the traffic and watch out for The Joker's van. Be careful not to overshoot corners and use the Batrope for high speed turns.

Level Three Tips
The only tip for this section can be to try as many items as possible until you get the correct combination. If a combination comes to the answer two just try swopping one of the items over.

Level Four Tips
Cut as many balloons as you can and keep going at quite a high speed. Avoid helicopters at all costs.

Level Five Tips
Be careful of all the disintegrating platforms in this level.

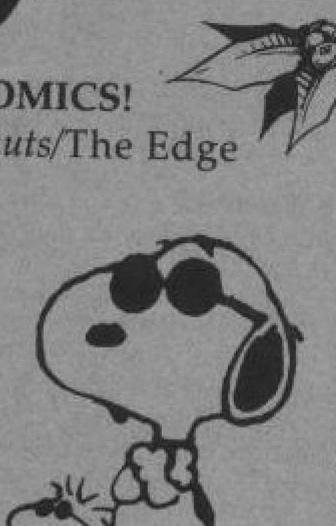
Credits
A. Steele, Nick Pirie, Guy Wilkes, Neil Torrens, Alan Irvine, Andrew Haswell and Tony Haswell.

12 COMPOS 10 OF XMAS

COINS AND COMICS!

Darius, Punisher & Peanuts/The Edge

Darius is a mega coin-op, The Punisher is a comic and Peanuts is cartoon strip. And what do they all have in common? They're all forthcoming games from The Edge and they'll all be out next year!! Blimey!! The Edge have produced heeeuge posters of each title which are all rather fab and they have 50 sets of all three posters to give away. Pin them up on the wall! Stare at them longingly! And think to yourself 'Crikey!'. Zoom along to page 73 and find out how to win, win, win!!





CHEAT MODE MOTEL

Ding dong merrily on high... And what a ding dong this is, a whole bunch of Chistmas crackers for you to delve into. Whether you're a tennis freak, a sceptre in Bagdad or a corrupted kiwi: Cheat Mode Motel is the place for you to hang out. I've got it all here. Give one of these a pull.

PASSING SHOT
When it's your service on singles, throw the ball up and push the joystick left if you're serving from the right. The ball will always just bounce in and then go out. The opponent won't be able to reach it.
(Guy Wilkes)

SCEPTRE OF BAGDAD
If you have a 128K machine load the game using the tape loader. Once loaded you should miraculously be invincible, you don't even die in the desert but you still have to collect all the right objects to get the stuff here.
(Matthew Bauer)

THE NEW ZEALAND STORY
If you come to steps leading upwards and can't be bothered to climb them, all you have to do is keep hitting the jump key until you walk straight through the lot! Also for mega fire power type in P H I L L I P'.
(Richard Price)

STAR FARCE
For infinite lives redefine the keys as 'T R O N I C', then define the keys you want.
(Steve Haw)

TASK FORCE
Here's a good cheat mode. If you define your keys as 'C R A S H' you will get infinite lives.
(Steve Haw)

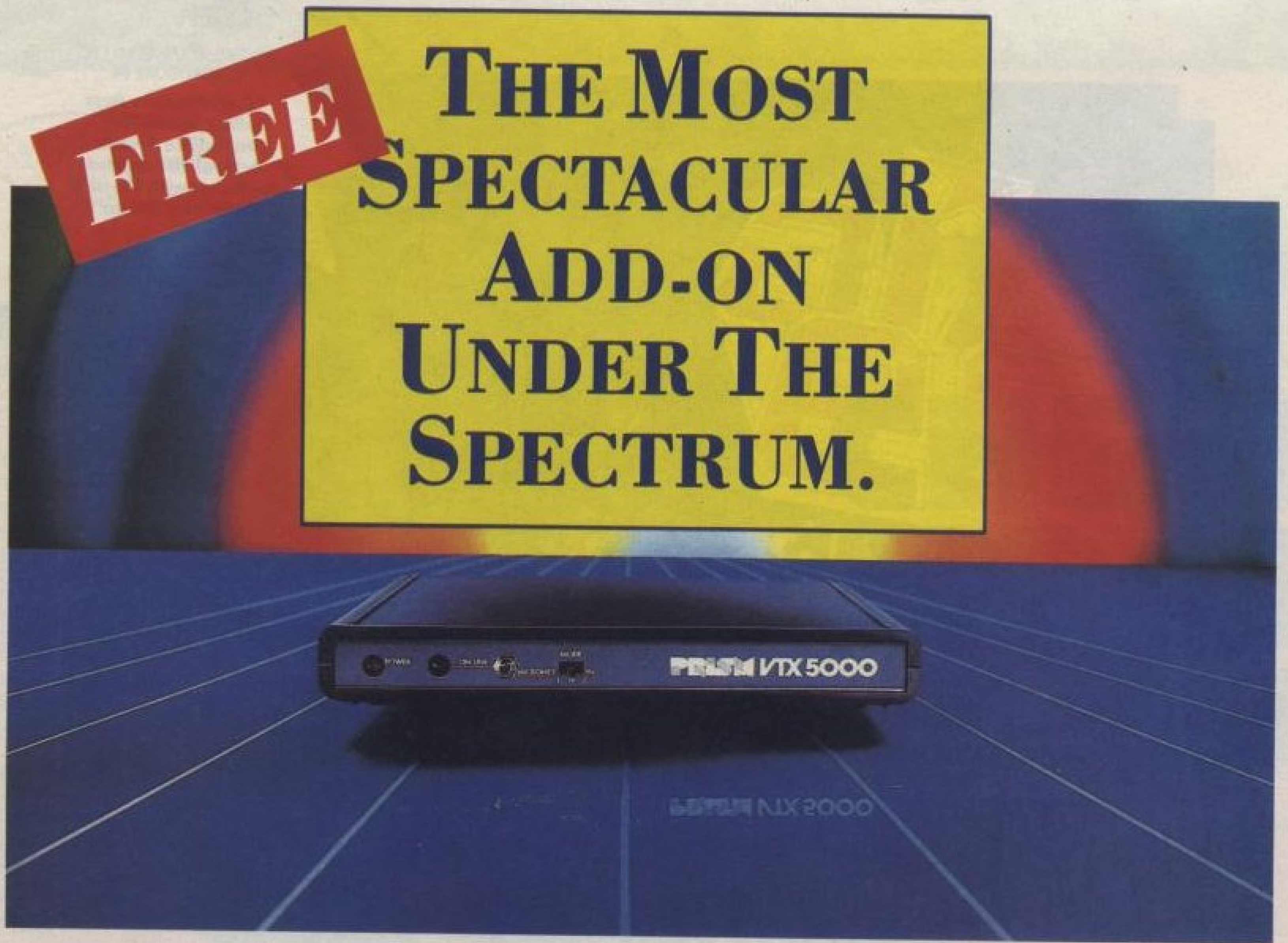
SANXION - THE SPECTRUM REMIX
Define your keys as 'C H E A T' and then enter 'L Y N N' as the password to get yourselves infinite lives. Tsk! Them Thalamus ladz eh?
(Steve Haw)

COBRA FORCE
Redefine your keys as 'S I M O N' to get those lurvly infinite lives.
(Steve 'Oh not again!' Haw)

EGGHEAD
The passwords for the transporters are: CRASH, SMASH (cor, I wonder where they they got those from!), ZQUELL, TOPSA, HAMTE, ZAIZA, AHIIZA, ARRGH, RIMZA, MOLNA, RYMAX, DUCKY, QUATY, UGHHH.
(Steve Haw)



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PSYCHO CITY

Any psychos out there who can't get on in this game? Well, Simon 'Norman' Warner **from Bristol is here, knife in hand, to help you out with his wild selection of hints, and the solution to the game.**

Solution

Get gun, right, right, right, down, left, up stairs, up, go left on the roof, down on roof, shoot guard, get key, up, right, right, through door, up, right, shoot guard, get key, free man, left, down, down, left, left, left, left, left, down, down, left, up, up, up, up, up, up, right, right, right, right, down, down, down, right, up, up, up, right, down, right, up, SHOOT MR BIG!

Tips

1. As you follow the route, you can divert from it to gain bonus men and rejoin later.
2. To climb the stairs don't go right to the top of the screen or you'll splat yourself (don't ask me why!). Just travel up and onto the last visible step and go upwards.
3. A constant stream of bullets is a good way of wiping out baddies.
4. Don't get too close to baddies - you can't shoot them then.
5. Don't shoot yourself (it's very easy to do!).
6. You don't need to select a key to use it, so always have your gun ready for use.
7. Mad gunners only move when you move objects, drop objects or fire. So get right in front of them and blast away.
8. Mr Big. As soon as you enter his hideout you should be on target to shoot him (he's the one in the overcoat). Then sit back and read the message.
9. Once you have a gun and a key you don't need anything else so leave the trash cans alone.

STORMLORD

Whoops, another mistake back in Issue 67. I said that Stormlord only had three levels and that I printed the solution to all of them! How wrong I was. A. Steele of Bury now informs me that there is a fourth level and he's sent me the solution.

Level Four

Go left past the falling eggs to two springboards. Jump over both and onto the ledge with the key on it. This will fall away and the key will drop. Collect the key. Go left to chamber. Open door. Get fairy. Go right to first spring board and use it. Go left to chamber with key in it. Step onto roof. Get key. Go left to large chamber. Jump onto the first ledge on the right hand side of the wall and it'll collapse. Get fairy. Use board. Go left past knights to fairy. Open door, free fairy, collect umbrella and use springboard. Go right, past pawns to fairy. Get fairy. Left past pawns to springboard. Use board. Go left past the three balls and collect honeypot. Go right to springboard. Use board. Swap the pot to distract the bees. Get fairy. Use board. Go right, all the way back to the start. On the way collect shoes. When you come to the fairy on the high ledge go to the right and jump onto the ledge. The ledge will fall. Get fairy. And that (hopefully) should be that!



ACTION FARCE II

Wow, a reader's cover game completed! Andrew Platt is the man behind this solution. Good on you Andrew, this'll help loads of readers.

Get oil (only get items when this says so), r, get ladder, r, get T-shape, use oil, drop oil, l, l, use T-shape, drop T-shape, l, get key, r, r, r, r, get tin, get box, r, r, r, get card, r, use card, drop card, get dynamite, l, l, use dynamite, climb to top of platform, l, get acid, r, r, use ladder, drop ladder, u, use box, drop box, r, r, r, get rectangle, l, l, use rectangle, get bomb, drop the rectangle, r, r, r, use acid, d, drop acid, l, l, pick up spade and radiator, r, use key, d, drop key, r, r, use spade, d, drop spade, r, r, r, get a hole, r, r, r, r, r, r, d, use hole, d, use bomb, r, r, Congratulations!

* Spikes are deadly, so jump them.
* Mines are hard to see, but jump them. They look like little black blobs under the ground.
* The fish is just a red herring (ho, ho!).

GRAND PRIX

I don't think we've ever reviewed this game but I'm sure that someone out there has got it. It's Grand Prix from D & H Software.

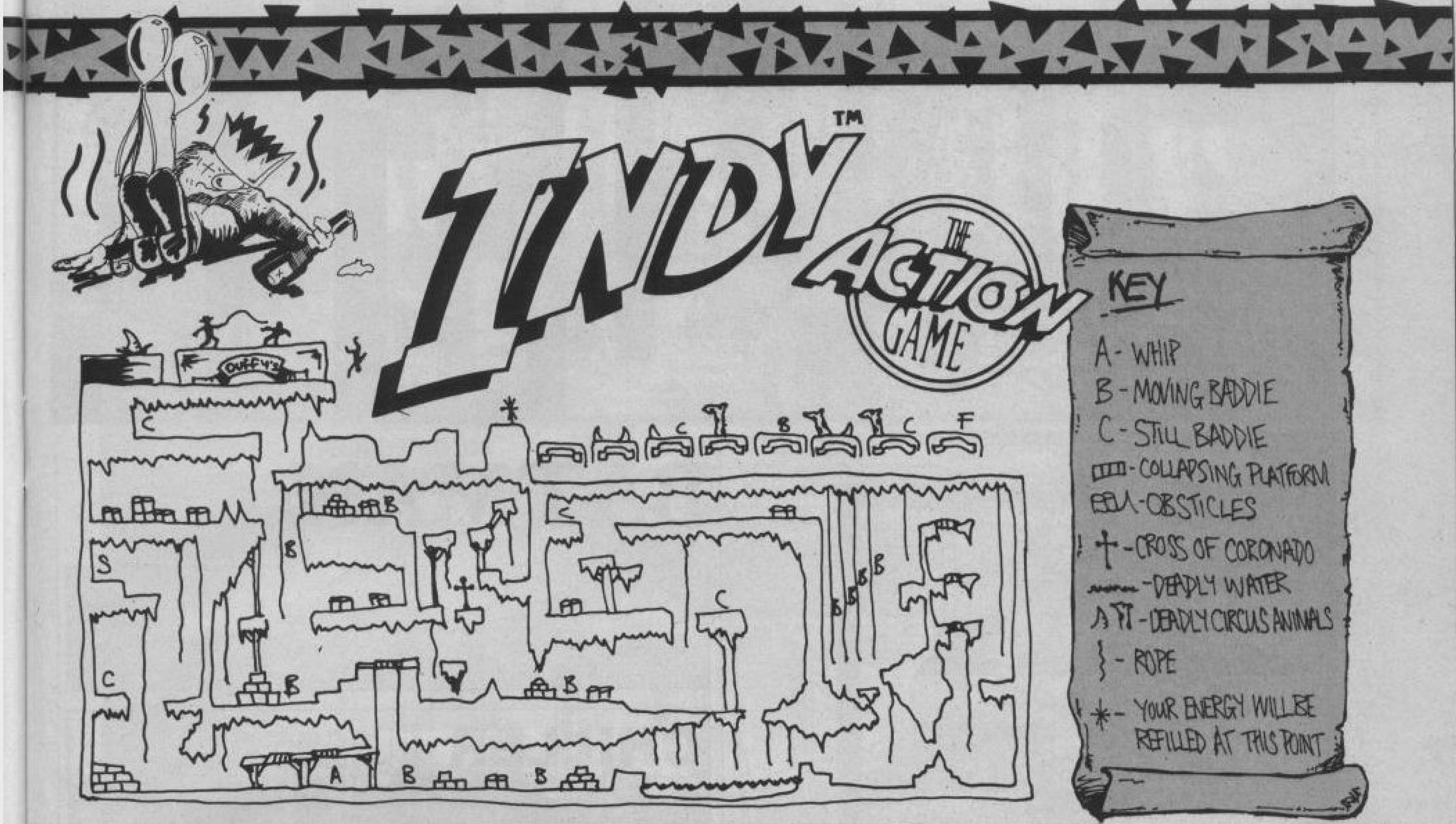
To get some money out of the sponsors (who are very tightfisted)...

1. You must get into the top eight in the qualifying.
2. You must get into debt (you wont get much though).
3. You must finish very high up (like first place).

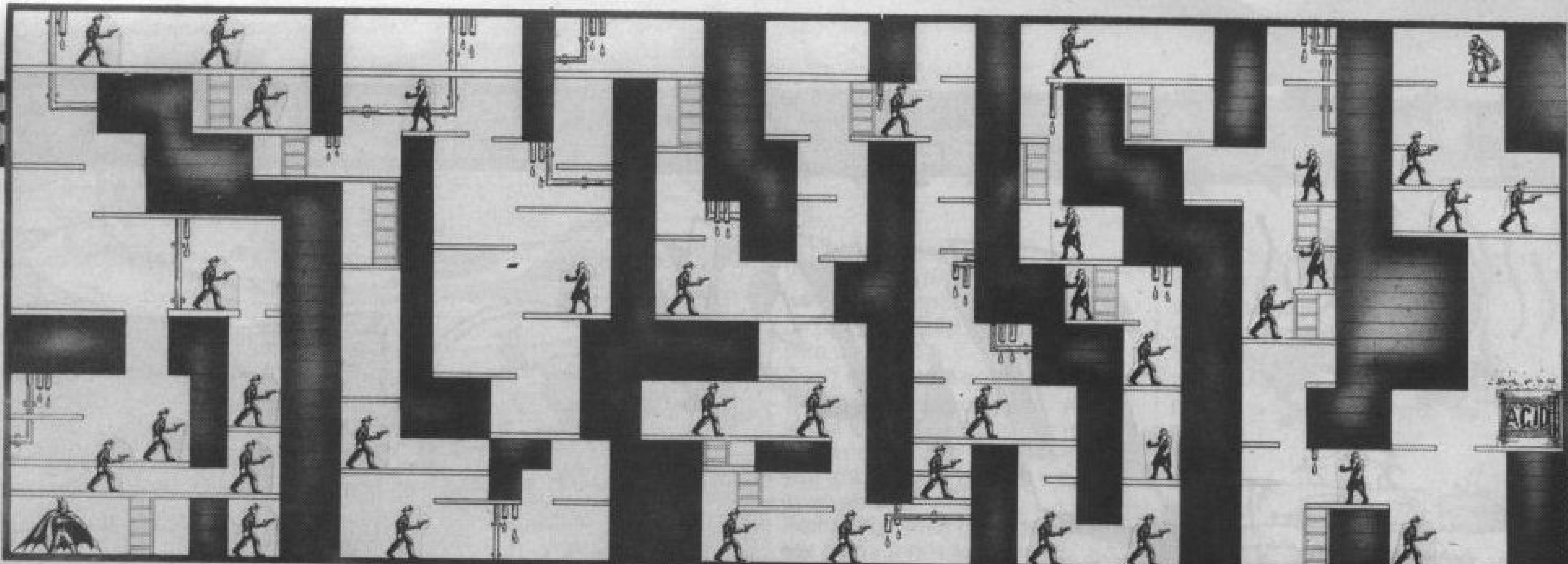
Don't think you'll get a lot off your sponsors: they'll only give you about £70,000, which isn't much.
You'll not be able to enter a race if you are either in debt or have no mechanics.
Be careful when going to bookies, the game tends to screw up. So save the game, then go to the bookies. When you bring your driver(s) into the pits think about what you're going to do — refuel, change tyres, or did you bring him in just for the hell of it?
If you want to gain a few places stay out for one lap, you should gain about five places doing this. Do this only when the computer cars go in, you should come in as they leave.
Just because the computer cars go into the pits don't think that you have to as well, they may just be getting fuel. If you want to check just look at the weather and what tyres you have on: look at the list below and you'll know what to do. If you are wearing the wrong set of tyres you'd better call in your men.
The fastest tyre stop you can do is ten seconds.
Here is a list of what tyres you need...

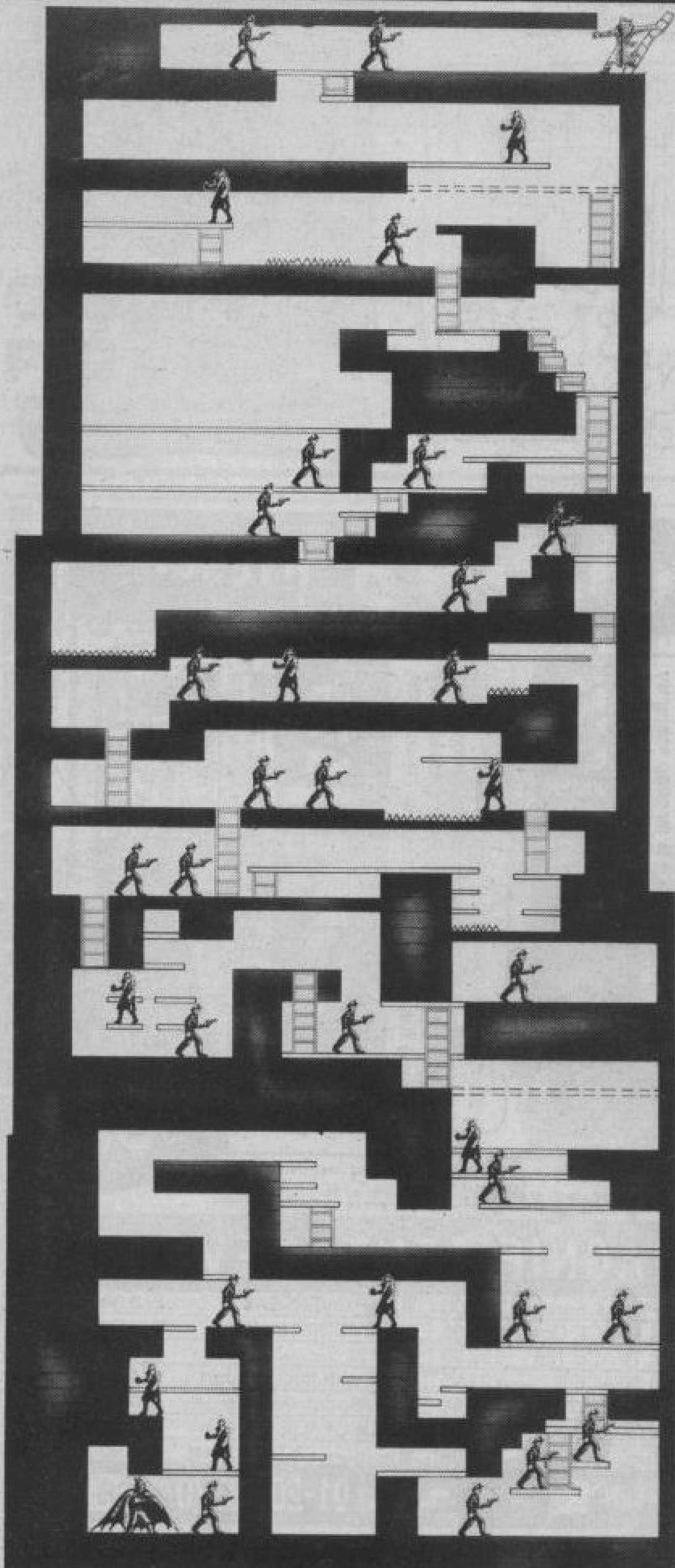
Weather	Type Tyre Needed
Scorching	1
Hot	1
Warm	1
Fair	2
Mild	2
Moderate	2
Cool	3
Cold	3
Very Cold	3
Damp	4
Cloudy	4
Drizzle	4
Wet	5
Rain	5
Heavy Rain	5

And last but not least, when you're on a practice lap do niot fill up your tanks as you'll get a very slow time.

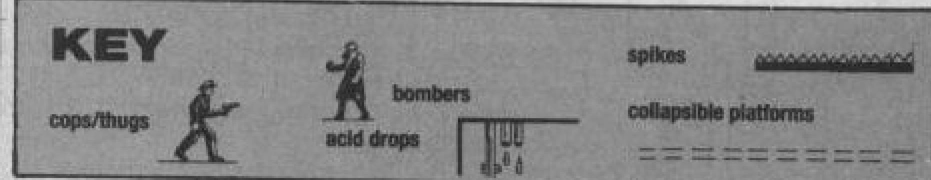

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- ROPE
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BATMAN



CHILLER

Cor, it's a bit cold in here, but then it's Christmas. Makes a change, we usually never have snow in Ludlow. This POKE is red hot though, and it's from Brent Stevens of Octogram.

```
5 REM CHILLER POKES
COURTESY
7 REM OF OCTOGRAM
10 CLEAR 29900
20 LOAD ""SCREEN$
30 LOAD ""CODE
40 POKE 34025,0: REM
INFINITE ENERGY
50 POKE 34412,0: REM NO BAD
MUSHROOMS
60 REM THESE POKES CAN
ALSO BE USED AS MUTLIFACE
POKES
70 RANDOMIZE USR 42664
```

12 COMPOS 11 *OF XMAS*

JINGLE BELLS!

The Christmas Collection/Hewson

'Festive greetings everyone! Ho! Ho! Ho!' Oh! Look everyone, it's Santa!! 'Ho! Ho! No it's isn't viewers it's (whips off disguise) ME!!' Cripes! It's Andrew Hewson! What are you doing here you young rascal? 'I just popped down the chimney to tell you about Hewson's fabbo compilation The Christmas Collection. It features Uridium, Lighforce, Cybernoid II, Eliminator, Exolon and Hydrofool!! And I'm giving 10 copies away, plus ten smashing Hewson t-shirts! So, if I were you, I'd make a dash for page 73 and win, win, win!!!'



Well, I hope you enjoyed this edition of Playing Tips. Full of seasons greetings and covered in fake snow. If you did you can look forward to the next instalment in your shops before you can say 'Nick is a dude'. Send all your +3 POKEs, tips, maps, hints, left over turkey and any presents that you don't want to... NICK 'Christmas pudding' ROBERTS, PLAYING TIPS, CRASH, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.

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THE MARVELLOUS MECHANICAL

DEFENDER LIGHT GUN!



What do you want to wake up to on Christmas Day? Is it a new teddy bear, a pair of woollen socks or a life supply of sugar mice? No, it's got to be the new Defender Light Gun from Cheetah, the answer to all Father Christmas's worries about what to give the kiddies.

You can have endless fun pretending to shoot the cat in the traditional Chrissy pictures around the tree. Or scaring your mum and dad by bursting into their bedroom at 5.00am screaming 'Give us the loot!'. Alternatively you can play the



rather spiffing games that come with it!

You get a total of six games with the gun, all programmed by Code Masters, but don't let that put you off (only joking, lads!). They are all full of CM's detailed, colourful graphics and are a real joy to play. The games are *Bronx Street Cop, Supercar Trans-Am, Advanced Pinball Simulator, Billy The Kid, F-16 Fighting Falcon* and *Jungle Warfare*.

My favourite game has got to be *Bronx Street Cop*. You have to aim the light gun at the nasty men in the windows and shoot them. But beware, shoot the kind people who occasionally pop up and you'll be in for a smack! The game may have a simple idea behind it, but it's really addictive and keeps you coming back for more.

Graphically it's excellent with cartoon style sprites, gorgeously detailed backgrounds and oodles of colour with hardly any clash. I just can stop playing it.

Every game is of a top notch standard and the gun itself handles really well with hardly any of the nasty flashing you got with the Sinclair Magnum. Both guns are good quality but the Cheetah one definitely comes out top. Get one today and enjoy hours of fun.

Nick Roberts

WORLD SCOOP NEWS

SAM'S FIRST

In a month's time SAM COUPE, the new Speccy wonder machine, starts rolling off the production line. But one, and only one in the entire universe, is finished and has set up home in Porstmouth with CRASH's MEL CROUCHER. He's had it for over three months and looks like becoming one of the UK's leading experts on the SAM because he's writing the manual!! What's it like then Mel..?

DAY ONE-HUNDRED-AND ONE

Richard Eddy asks me to write a review of the longest awaited computer since Moses took the tablets. By the time you read these wee words MGT's new baby will have been launched and everyone else can shoot their mouths off about it. But I just happen to be sitting here with the only wild SAM Coupe in the world! All the others are safe in captivity, getting their bottoms wiped, toenails cut and teeth brushed, back there in the nursery.

When I say I've got hold of the single untamed machine that exists, I really mean it! It's got a keyboard that's been nailed together, there are wires hanging off the back, and the MGT logo has been drawn on the back of a bus ticket and blu-tacked to the top of the case. So why am I the Chosen One, privileged to play with this unique computer? Well, those nice gents who designed the SAM Coupe have asked yours truly to write the SAM Coupe User's Manual, so I suppose I deserve to have this bizarre prototype. It's been hard work being a computer midwife and it's a long story...

DAY ONE

To hell with what's inside the machine, or what it's supposed to do, it looks great! Very aerodynamic, with an angled keyboard and a panel to rest my wrists on. There seems to be a pair of letterboxes at the front and it's got four dinky little legs, maybe that's to let the air circulate around its nether regions and keep it cool. Now let me look at its backside...ye gods! Knobs, sockets and ports galore (sailors should love it), I wonbder what they do? What I need is a Manual.

DAY TWO

They tell me that the SAM Coupe has four video modes and the lowest one runs Spectrum software, so let's give it a try. Switch on and type in 'Mode 1'. Load up this CRASH freebie, and bingo! It works. Now that comforts me more than somewhat, seeing as how I've been using a Speccy for seven years. My old software library is not going to become redundant overnight, and I can program this baby even if I don't know what all the bells and whistles are for.

DAY SEVEN

OK, I admit it. After five days I'm impressed. The SAM Coupe is the best 8-bit machine I have ever experienced. It seems to save and load off cassette twice as fast as the Spectrum, and gameplay is fast. But can they bring it out cheap enough to blow away the Amigas and STs of this world? MGT are aiming for £150, and that buys you a lot of machine. 256K on-board memory, and I've found a dinky little slot inside the case for plugging in an extra 256K. Those letterboxes on the front edge are for one or two 1-Meg. disk drives, which actually slip inside the machine like shuttles in a mother-ship.

DAY EIGHT

The swine! I was led to believe the machine was capable of a 64 colour display, but they've lied to me! The hi-res Mode is offering no less than 128 colours on screen, with a display of 512 x 192 pixels, and I'm damned if I can tell the difference between this output and my Atari ST. The rear panel features the usual TV, joystick and cassette connections, plus dedicated mouse hole, light-gun socket, one of those 64-pin Euroconnector thingies for plugging into whatsits, a little button that I refuse to reveal the purpose of, and my favourite pair of plugholes MIDI-IN and MIDI-OUT, that are all set up for networking. This is where I get to play music!

DAY NINE

I'm not going to kid you. I thought that the MIDI sockets might be a gimmick to disguise some terrible sound chip like the kind you suffer on certain 'advanced' machines. Now I find built-in sound effects like 'POW', 'ZAP', 'ZOOM' and 'BOOM'. I remember prehistoric no-hopers like the Oric using exactly the same garbage to make up for the fact that the sound capabilities were about as useful as a stringless guitar. Well, so far I've managed to get a pretty acceptable steam train chugging away in stereo, and Beethoven's 'Ode To Joy' doesn't sound too bad, but I must say the sound is pretty disappointing so far. What I need is a manual.

DAY TWELVE

I take it all back! Those nice people at Philips have forwarded me all the bumph about their SAM Coupe synthesiser chip, and I admit to being totally bogged down by it. Six channels of stereo sound, over eight octaves, with full control over all those

SAM SCREENS







Show these to an Atari ST owner and watch 'em turn green with envy!!! Yes, these ARE screenshots from SAM in hi-res mode (512 x 192 pixels) using 128 colours and Bo Jangeborg's art package created especially for the SAM. You could be doing the same very soon!

ST EVER PLAYTEST!

envelopes and wave forms and stuff like that. I'll never get all of this in the Manual, besides it's boring. The same goes for all the graphics goodies. What users want is to hear and see what the SAM can do on day one, not wade through a load of old guff from me.

DAY TWENTY
David Whittaker, maybe the best computer musician in the business is writing the synth package! Bo Jangeborg, graphic artiste extraordinaire, is providing the demo art package. MGT seem to be hiring all the top people (so what are they doing with me tagging along? Are they mad?)

DAY TWENTY-THREE
A great bundle of documents arrives care of Postman Pat, and it's Dr Andy Wright's famous SAM Basic, which will solve all my problems, reveal every subtle nuance of the machine's operation, and save me the trouble of writing the Manual if I just copy it. Oh boy, what a doddle this is gonna be!

SAM'S OUR MAN

Meet SAM the cartoon character, created by leading cartoonist Robin Evans. SAM will be gracing the pages of the SAM manual.



DAY TWENTY-FOUR
Omargawd! (Swoon!)

DAY TWENTY-SIX
I'll kill that nasty Bruce Everiss for getting me into this. Just because he can get Codemasters all over the front pages of the tabloids doesn't mean to say he can act like Machiavelli with me! I suppose I could resign now and get it over with. I mean how do you make the unreadable readable. Who reads manuals anyway? What would I want to find in a manual if I didn't know the first thing about computers and didn't happen to be a genius? Jokes? Cartoons? Quotes from Les Dawson?

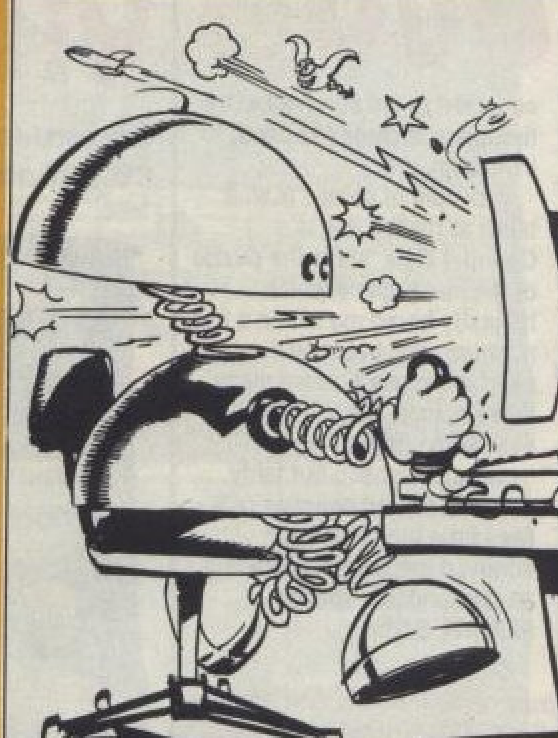
DAY TWENTY-SEVEN
I have engaged the best cartoonist in the land to draw me a few dozen cartoons, I'll write the jokes myself, and I may as well be hung for a sheep as a lamb, I'm going to quote from Les Dawson, Woody Allen, Little Richard and anybody else I can lay my ears on. This manual is gonna be different. I'll try and make it like the one I always wanted when I started computing way back in the dark ages. I'll even explain what all the words mean, you know, the technical ones like 'bug' and 'crash'!

DAY FIFTY
Andy Wright keeps stuffing extra commands into the ROM. Not that I mind being able to execute a triple-poke when I feel one coming on.

DAY SIXTY
Alan Miles is the Miles bit of Miles Gordon. Bruce Gordon is the the Gordon bit. Miles Gordon Technology make the SAM Coupe. Alan used to be a schoolteacher, which is why he keeps giving me marks out of ten for my spelling. Bruce, on the other hand, seems to be concerned with making this computer perfect in every way. As a result of their interference, my manual looks like a battlefield. Ho hum.

DAY SIXTY-NINE
I think that anyone used to gameplay on a Spectrum is going to flip when they experience this. But will software houses support SAM? It's no good tarting up Spectrum games with some sampled soundtracks and a few hi-res screens. Do-it-yourself programmers should be well pleased. I specially like the BLITZ command for whapping graphics shapes anywhere on screen, and then squashing and stretching them. The WINDOW routines are very neat, and I can SCROLL and ROLL my graphics with single commands, including graphic wraps.

SAM GAMES



Hopefully all Speccy games will run on the SAM and leading software houses are converting exsisting titles, like US Gold's *Strider*, to special SAM format.

DAY EIGHTY
It's all down to fine tuning now. I've been using the Coupe as a word processor, 84 columns in its 'serious' Mode. There's a single command for changing the size of characters in any Mode, up to 32 pixels high. I can see that being used in infant schools, shop displays, and also the visually handicapped can benefit. They haven't written the network commands yet, so I can't test out the potentials there, pity. Andy has just about finished adding new software features, including an amazing automatic 'pretty' listing/renumber routine. Robin Evans has turned my cartoon scribbles into a non-ageist, non-racist, non-sexist character called SAM (made of metal with no 'thingie'!) I'd better start the specifications bit, indexing and all the techie stuff.

DAY NINETY-NINE
I have just hit the button on the laser printer, dear reader. This manual is something like the one I needed when computers were mysterious, as big as a bus, and as daft as a brush. If only it had been around when I was you. I think that the SAM Coupe is a wonderful machine, and if there is justice in the world it will revolutionise the lives of every CRASH disciple. The question remains, is there justice in the world?

NEXT MONTH

CRASH goes SAM COUPE Compatible!! Featuring all the latest news, views and location reports from MGT's HQ in deepest South Wales. Don't miss out — pick up your copy on 14 December!

Puffy's Saga

Ubisoft/Ashminster Computing ■ £9.99 cass, £14.99 disk

Previewed several eons ago, Puffy's Saga finally hits the Spectrum. Freedom is the name of the game: Puffy and his sweetheart Pufyn attempt to escape a world of mazes containing all manner of very unfriendly denizens. Start by choosing your sex(!), in other words play either Puffy or Pufyn. Time to inadvertently stumble into the first level. The monsters aren't too chuffed at two beach ball shaped interlopers invading their territory, however accidentally and set about 'welcoming' them.

Their attacks knock down Puffy/Pufyn's energy levels, but guzzling food found lying around revitalises body and mind. The best way not to be caught is to hit the firebutton, which gets our little hero to spit at attackers (not a very hygienic way of combat). Special objects can be collected to aid survival: extra firepower, increased speed, invisibility etc.

A couple of games is all it takes to realise this is a Gauntlet style 'solve the puzzle of the maze' game which honestly bored me within a few minutes play, because I've seen this game type so many times before. Graphically it's okay with sprites monochromatic but fairly detailed. Sound consists of a twee little tune that soon annoyed me, and some barely understandable speech.

MARK 50%

NICK The second Spectrum game from Ubi Soft, Puffy's Saga is very Gauntletified! The game layout and graphics look almost identical, with just ol' Puffy himself bringing the differences. Most of the screen is monochrome with walls having just the odd splash of colour, giving the overall look a very washed out feeling. There are some new ideas in Puffy's Saga though. Unlike Gauntlet and it's many clones large animated pictures of Puffy appear on right of screen while playing, there are also larger sprites in the game itself, which have to be battled against to win. Sound is the game's strongest point with an above average tune and loads of digitised speech for that extra special touch. Puffy's Saga obviously isn't the most original game to burst onto your Spectrum screens, but if you are a fan of the style you will like this. **66%**



Gauntlet meets Pac-Man in this average maze game.

RATING	
PRESENTATION	67%
GRAPHICS	63%
SOUND	66%
PLAYABILITY	60%
ADDICTIVITY	359%
OVERALL	**58%**

Chase HQ

A CRASH Smash

Ocean/John O'Brien and Bill Harbison ■ £9.99cass, £14.99

Cue sound of several packets of crisps being scrunched at the same time: 'This is Nancy at Chase HQ, we've got a problem here, guys'. Yep, it's Ocean's Christmas racing game, the conversion of the brilliant Taito coin-op. Ray Broady, Tony Gibson, the face (and 128k version the voice) of the lovely Nancy and the bodywork of the



Ghouls 'n' Ghosts

A CRASH Smash

Capcom/Software Creations ■ £8.99 cass/14.99 disk

Well, this is just fine isn't it? Giving me, who goes all wibbly at





beautiful black Porsche 928 Turbo are all here. Five levels filled with tortuous bends, maniac drivers and five dangerous villains (one per level) stand between our heroes and a well earned rest in Florida (or whereever tough American cops go for a holiday).

Your controller, Nancy, starts the game by informing you which villain has an APB out on him and what car he's driving, and then with a 'lets go, Mr Driver', your Porsche rockets off in hot pursuit. The status panel at the top of the screen informs you of your score, the time left, your speed (the faster the better), which gear you're in and the distance you are from the villain you're chasing. Put the pedal to the metal by all means (kick in the turbo booster when the felon is in sight, but it can only be used three times), Watch out for innocent bystanders, hitting them loses you valuable time. Drive too fast, and you might not negotiate junctions or miss correct turns as indicated by Nancy's scrolling messages.



When you finally get close to the villain, whose car is identified by a large arrow it's time to make the arrest. Smash into the villain's car to stop it - a damage meter appears at the side of the screen, when this is full the car stops and he's nicked. The arcade version was one of my faves and the Speccy version does not disappoint. Graphically, Chase HQ is great with the mean looking black Porsche rpping along the monochrome freeways in five quite distinctly different levels.

Colour is added in the status area. Neat little touches abound, including cameos of the heroes and villains in the status area's mini screen and the letters CHASE HQ bouncing around the screen on the title page. Chase HQ should give the rest of the racing games around this Chrimble a good run for their money.

MARK 95%

NICK This takes me right back to the days when Starsky and Hutch was on telly — Starsk used to put the flashing red light on top of the car and off they'd go, chasing the crook at high speed and skidding around corners. You can understand why all those cops put so much effort into their job — the satisfaction you feel when a villain is captured is tremendous. The actual roadside features of this conversion could've been more detailed and do jerk somewhat as they're approached, but the road itself is plotted in perfect perspective and moves smoothly and quickly. This is an accurate conversion that is as playable as the real thing — and that sure is a big recommendation! **94%**

From start to final arrest Chase HQ is rip-roaring turbo-charged action all the way.

RATING

PRESENTATION	89%
GRAPHICS	89%
SOUND	87%
PLAYABILITY	91%
ADDICTIVITY	93%
OVERALL	**95%**

the sight of blood, a spooky zombie-infested game like this. But wait, it isn't horrid at all! No! Why, 'tis indeed a triff 'n' brill bouncing platform game! (A nation cheers!) — (Stop the drama, get on with it!! — Ed.)

Right, here we are in the (spook!) graveyard. The chap standing here is Arthur, hero of this adventureous jaunt. A beefy kinda knight, kitted out in shiny armour. Trouble is that his soon-to-be-wife, the Princess, has been swiped by a mean ol' demon — just on the verge of them having rumpo too!

So, with lance in hand, Arthur lunges into the scrolling landscape on a quest to rescue his beloved.

And here come the spooks! Zombies rise from the ground, and touching one could seriously damage Arthur, though not kill him outright. No, he just goes flickery for a while and loses his armour, leaving only his boxer shorts intact (Brrrrr!).

Should he get caught up with another ghoulie, he's reduced to a pile of bones. Eeek! Fortunately, Arthur comes equipped with three lives. Bravo!

In the graveyard there are ladders to climb up walls, trees where vultures sit swooping down for the kill when you're near enough, and heaps of different scenery, all displayed with very detailed and well drawn graphics.

Along the way new weapons appear. There's the fire bomb which flies through the air and when it hits the ground, sets the surrounding area on fire burning the undead. There's the axe which zooms off in a diagonally upward direction when thrown (bit rubbish really), and the little dagger: this looks really tiny and rubbish but it's fast and deadly. Just the job. And you can fire in all four directions.

Magic chests appear at certain points throughout; from these may spring a magician who turns you into a duck, or more weapons, or mega-armour. Somehow I just got magicians. Hurmph!

The further you progress through the five sections, the odder and harder gameplay becomes. After the graveyard you enter a ruined city where the screen scrolls both along and up.

In level three you fly up a ruined tower on a magic carpet fending off flying ghosts. Next, it's off to the skeleton caves where the bones of megalithic creatures make up the scenery, and the final level takes place in the enemy castle where the action often becomes too hot to handle! At the end of each level is a huge monster, and they're all deadly!

Ghouls 'n' Ghosts is a thoroughly packed program with amazing quantities of playability. Mind you, it's ruddy annoying when, after leaping and running through most of a section, you die and have to start from the beginning again! Arrrhg! But you get loads of continue credits which allow you start at the level you died on, and with your most recently collected weapon intact.

Graphics remain at a very high standard throughout, as does the superbly smooth scrolling scenery. Smashing music and great sound FX accompany the action on the 128Ks. You'll be playing Ghouls 'n' Ghosts well into next year, it really is THE platform shoot 'em up to go for, and a brilliant converrsion to boot! This game is conming home with me! Hurrah! (This is what I call OTT — Ed.)

RICHARD 92%

MARK Three years (game time) after the original Ghosts 'n' Goblins story, King Arthur finds that his loved one has been kidnapped yet again by a big ugly, (no not me). Ghouls 'n' Ghosts follows in the same vein as Ghosts. Arthur runs around the beautifully detailed scenery lobbing a range of offensive weaponry at the myriad of ugly mothers who would love nothing more than to reduce you to running around in your undies (if you don't believe us, play the game). I only have two slight niggles: the yellow character sprites are impossible to see on yellow backgrounds, and you're sent back to the beginning of the current level. Apart from that Ghouls 'n' Ghosts is a brilliant conversion of a very good coin op. Now go rescue that princess. **92%**



A stunningly executed conversion, with great scrolling routines and a very, very, very playable game to boot!

RATING

PRESENTATION	91%
GRAPHICS	88%
SOUND	84%
PLAYABILITY	93%
ADDICTIVITY	91%
OVERALL	**92%**

action FIGHTER

Firebird/Core ■ £9.99 cass, £14.99 disk

Action Fighter is a five level vertically scrolling shoot-'em-up and you're the brave square-jawed hero who volunteers to undertake five dangerous missions in enemy territory for the President. Combat will be both earthbound and airborne, so the boffins have devised a top secret transforming vehicle which is motor cycle, car and jet all in one!

On your bike then! As you zoom along the city streets enemy cars and bikes attack you. Destroy enough of these and you can pick up letters of the alphabet which appear as icons (A - F). Collect four and your bike turns into a car (which you can toggle back into a bike) now under attack from helicopters as well, two more and you go airborne in your jet-car for a flying mission from which there is no return until mission completion.. You start the game with a single shot blaster, but once in a while vans with SEGA writ large upon them will draw you into their interiors and award one of four power-ups. These are (in order) double fire power, missiles, reverse firing and limited invulnerability.

Arrows appear at the top of the screen to inform you which direction the road is heading, because at full pelt collisions with the roadside are decidedly fatal. Once airborne missiles are your enemy. Gain extra speed from a floating bonus, and if you meet a SEGA helicopter fly into the back of it for extra weapons. A Gun and bombs should see you through to the end of level nasty: a U-Boat on level one. When this has been destroyed you will barely have time for a breather before the President assigns you your next mission.

I've never seen the arcade version of Action Fighter, so I can't compare.The road section here reminds me slightly of the crusty shoot-'em-up Spy Hunter in as much as add-on weapons are acquired by entering a van. Graphically the game is monochromatic, but the sprites are well defined and zip around the screen very smoothly. If you like a fast blasting game take a look at Action Fighter.
MARK 78%



NICK Action Fighter is a funny old game... but a g one too! It looks like a combination betwee of the most popular game formats, the LED Storm style fa scrolling race and a good ol' traditional shoot 'em up. This doesn't mean that Firebird have simply stolen the ideas th this is actually a conversion of the Sega arcade machine. sprites and borders are detailed enough, but the game co have done with a bit more colour, black and white monoch being a bit boring. Action Fighter is a good race with a bit blasting thrown in for good measure, a neat combination.

Spy Hunter analogies apar Fighter is a good blasting that should at least be con

PRESENTATION	80%
GRAPHICS	79%
SOUND	75%
PLAYABILITY	82%
ADDICTIVITY	80%
OVERALL	**82%**

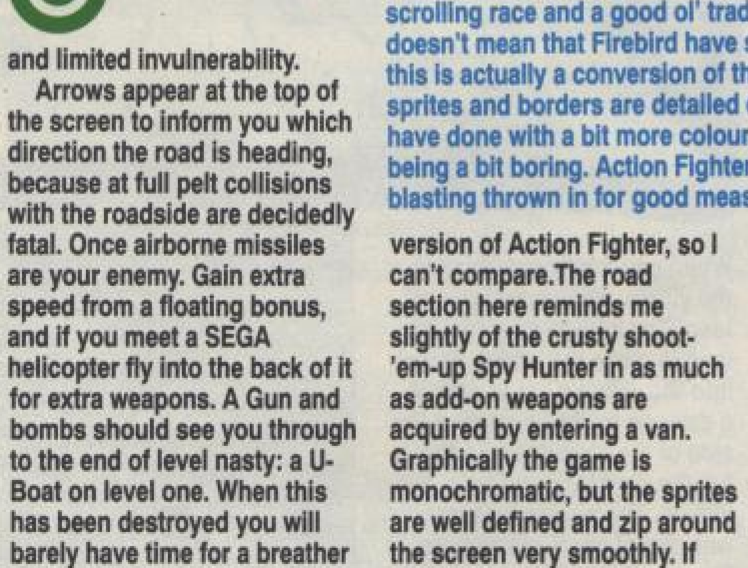
FIGHTING SOCCER

Activision/Sprytes Ltd ■ £9.99 cass only

Yeah, kick 'em in the shin, knee 'em in the... — hang on, this looks like an ordinary footy game. Fighting Soccer is misnamed (just like Continental Circus which has nowt to do with the big top): there are no guns, no flick knives or even a bazooka, just you (and maybe a friend) kicking an air-filled cow skin up and down a rather nicely mown pitch. The game starts with the usual options - keyboard/joystick, one or two player, etc. But a rather nice feature is the ability for one player to challenge the computer, challenge a friend, or you and a friend to join forces to beat the computer players into the ground.

The first match is against Japan with three minutes allowed to score as many goals as humanly possible. Three quarters of the screen is dominated by the playing area, but to the right of this is the status panel. This shows the goals scored, the amount of time left in each match, and a radar map of the pitch showing the positions of each player's men. The pitch is viewed from above, a perspective slightly confusing at first which a bit of practice soon sorts out. Four type of move are available: a sliding tackle, a short kick, a long overhead kick, and if the ball is near the opponent's net you've got the chance to head it (well you can head the ball anytime, but you look a right prat doing this in mid pitch).

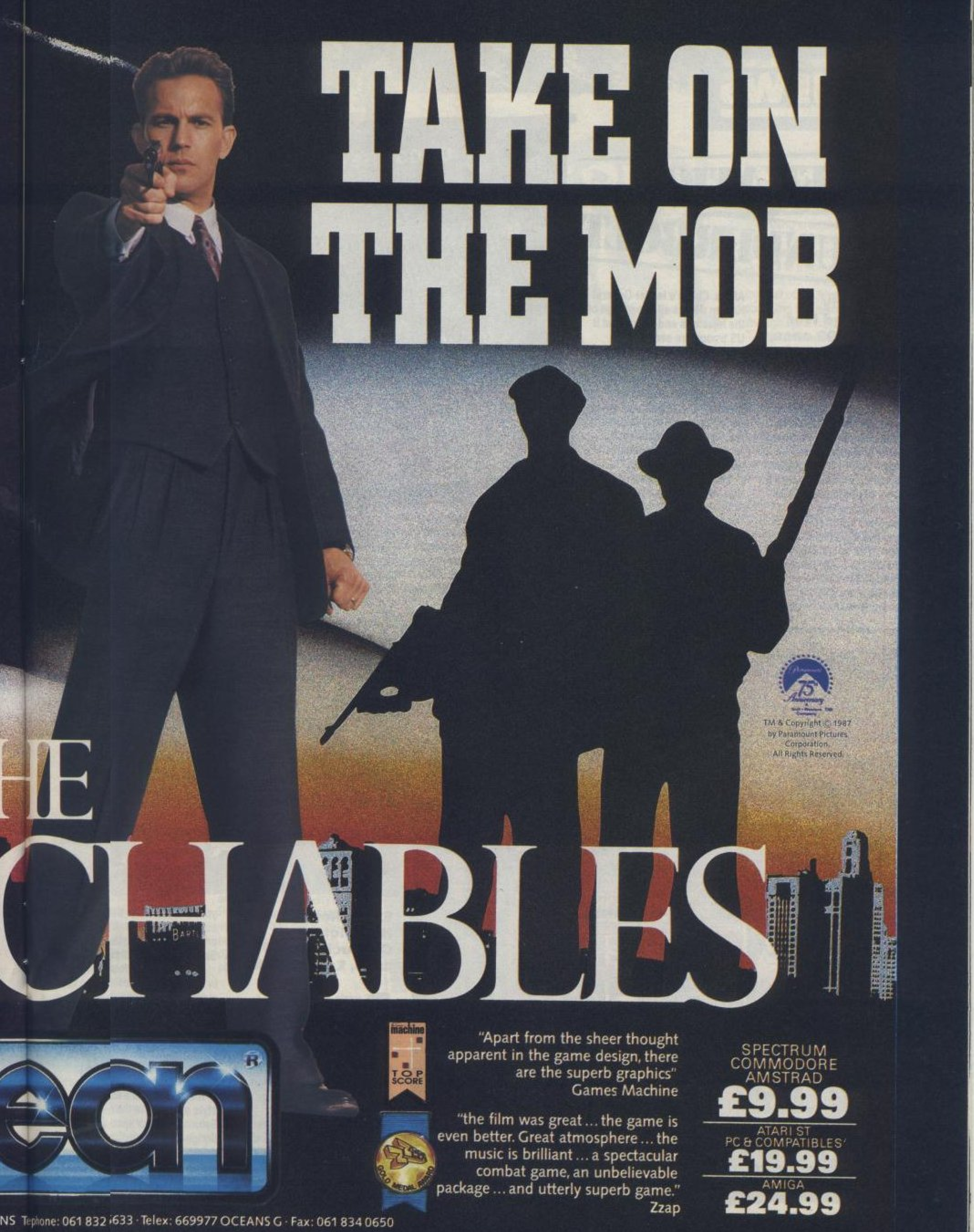
With five games to play (providing you survive each match: if you lose a match it's end of game) the final one is played against Argentina, and providing you beat the win the tournament an home a hero. We must thankful this isn't one footy manager type ga where you have to faff for ages setting up wh playing, and in which p etc.! Fighting Soccer g straight into the action although the title is mo a little misleading — I expecting to see Ramb running around in a pa football boots blasting with a huge gun. We've seen football games be and even though this is quite as zzzz inducing offerings, it surely ain't to set the Chrimble ma alight.
MARK 67%



NICK Fighting Soccer? That's not fair! When I play soccer we're not allowed to fight, there's always loads of swearing though! Yes faithful readers, this is another soccer game to add to the ever increasing pile (and most of them have only been fourth division quality!). Graphically this is quite good. Detailed players and pitch plus animated commentary make the game look highly polished. The big let down is in the sound: I played the 48K version and didn't hear a peep — I don't know whether the 128K game is any better. Unlike many other soccer games you have more control over what the player does in this. For example, when there's a throw in you can control how high the player jumps and heads the ball: brill! Fighting Soccer is well programmed and will appeal to soccer fans. Check it out if you fancy a good ol' kick about. **67%**

Albeit misnamed, a good attempt at soccer sim.

PRESENTATION	71%
GRAPHICS	70%
SOUND	69%
PLAYABILITY	67%
ADDICTIVITY	67%
OVERALL	**68%**


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OPERATION THUNDERBOLT

Ocean/Andy Deacon and Ivor Horn ■ £9.99 cass, £14.99 disk

Roy Adams, the star of Operation Wolf is back in the firing line in Operation Thunderbolt. And this time he's brought a friend — name of Hardy Jones — and together they're after a bunch of terrorists who've hijacked a commercial transport DC-20 and are holding the passengers hostage. They're demanding the immediate release of 23 comrades, or in ten hours the hostages die.

Taking off from Boston the plane has been lost from the radar somewhere over Calvia, Africa. Calvia's leader General Kadam denies all knowledge of the hijackers and warns that if US troops are sent to his country they will be regarded as intruders and fired upon. The US President not surprisingly is concerned (peeved) at this and decides to send Roy and Hardy in to carry out Operation Thunderbolt - locate and free all hostages with minimal(!) force.

Impersonating the dynamic duo, eight levels of blasting action stand between you and the hostages. Some of the screens head vertically into the distance (rather like a racing game - but without the cars), whilst the rest scroll horizontally across the screen, Op Wolf style. A cursor aims



your gun, and you need every clip of ammo, while soldiers, tanks, jets etc race to greet you. The gunsight is also used to pick up the hostages. As in Operation Wolf the shooting of certain objects or people reveals bonus objects like First Aid Kits, body armour, rockets which can be collected to aid in your fight. Undodged bullets or undeflected grenades, knives etc knock the old damage meter up — and if full it's goodnight Vienna and hello afterlife.

Operation Wolf (91% issue 59) was received by us CRASH

Purple SATURN Day





Exxos/Remi Herbulot/Ali Chaouchi n £9.99 cass, £14.99 disk

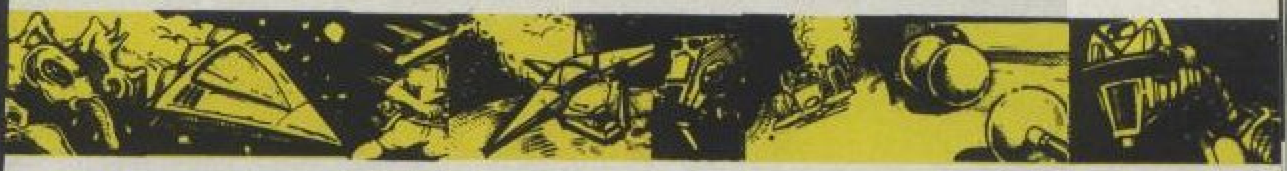
Purple Saturn Day? Sounds like a colourful day out with Patrick Moore! It isn't though: it's a really brill and triff new game from the people who brought you Captain Blood. It's been a long wait for the Spectrum version, but well worth it.

Imagine the Olympic Games, then shoot a couple of hundred years into the future and this is what they will look like. You are the only human competitor in these Intergalactic Games and your ambition is to beat all alien mutations to the ultimate prize — a kiss from the Purple Saturn Queen (shlurp!).

You compete in four events, in any order you choose, aiming for the highest score on each to qualify for the next round. The events have changed in the course of centuries: no usual boring high jump, pole vault and running. This is the space age!

Ring Pursuit is a slalom style event set in the rings of Saturn. Get your space craft to dodge left of the yellow markers, right of the red markers or plough straight into the rocks if you can't steer. Tronic Slider is undoubtedly





NICK Last Chrissy I was rather pleased to find a copy of Op Wolf in my red and blue stripey stocking (shame I was still wearing them — those cassette boxes can give you a nasty scratch), so it was with much excitement that this was loaded. Yes, all the bullet-spraying mayhem is back: bigger, bolder and better than before. Again, the detailed monochrome accurately recreates the feel of the coin-op, but this time they're much more varied — watch out for the cool guys in shades that pop up (or rather down) in level six — they're brilliant. Two-player games add even more fun to the already addictive gameplay and cause some *!!% shouts in hectic mid-massacre. Grab hold of your UZI, load it up with ammo and kill!!!. **91%**

louts with great enthusiasm, and I'm glad to say that almost a year later Operation Thunderbolt has stirred similar feelings. The two player option is a great improvement, a second UZI is very welcome, 'cos the game contains the same hectic 'spray bullets around like a maniac' formula. Between this and Cabal I must admit that I liked this slightly more, but that's just personal preference.
MARK 92%

The improved 'eat lead death, sucker' formula used in Operation Wolf delivers a winner for Ocean!

RATING	
PRESENTATION	87%
GRAPHICS	98%
SOUND	88%
PLAYABILITY	90%
ADDICTIVITY	88%
OVERALL	**91%**

MARK Coo, this is the first time I've ever competed in the Galactic Olympics. Purple Saturn Day from Exxos is finally here. Out of the four events Tronic Slider is the weakest in content, but the other three, Ring Pursuit, Brain Bowler and my personal favourite Time Jump more than compensate. The game is graphically very good with colourful, nicely defined sprites (especially impressive are the players 'hands' on the cockpit controls) combining well with the pleasant title tune. If you want a fast and frenetic game that requires a fair amount of brain power, take a look at Purple Saturn Day. **90%**

the worst event. You have to trundle up and down the play area shooting energy balls and collecting the dropping fragments. What's frustrating about this one is that you keep bumping into inconveniently placed bollards, giving your competitor the chance to pick up your bits (the scoundrel).

Brain Bowler is my favourite and also happens to be the most complicated of the quartet. It's a bit like being an electrician really. You have to stick electricity through a circuit and get the currents to go to the right places by opening and closing switches. This would be easy if it weren't for your opponent who keeps nicking your currents and undoing all your hard work. It sounds complicated but once you've played it a couple of times you get the idea. The last event is Time Jump in which you have to collect as much energy as possible to jump into the future and score trillions of points.

All the graphics, music and effects in the game are of the highest standard and there's oodles of colour everywhere. Purple Saturn Day takes a bit of getting into but if you persevere you will soon discover a great game.
NICK 90%

A challenging variant on Earth-bound Olympics games.

RATING	
PRESENTATION	89%
GRAPHICS	88%
SOUND	84%
PLAYABILITY	87%
ADDICTIVITY	88%
OVERALL	**91%**

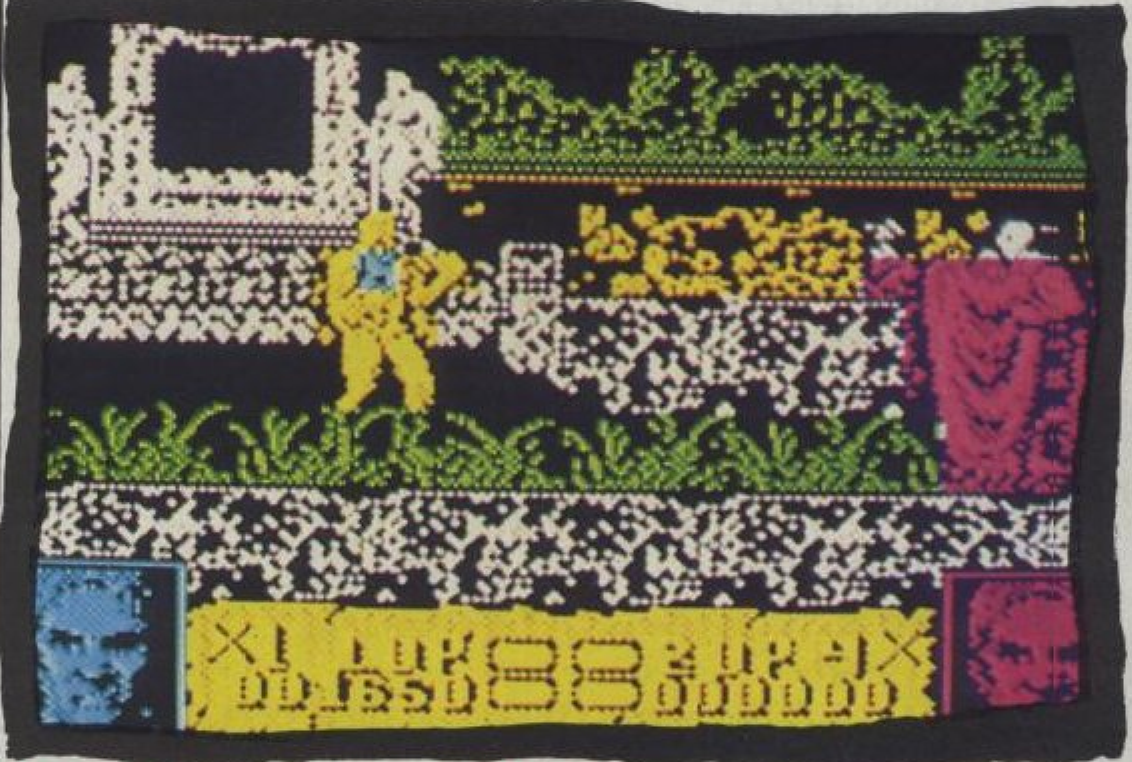
ALTERED BEAST

Activision/Software Studio ■ £9.99 cass only

Rise from your grave and rescue my daughter' is the command Zeus gives the player at the start of this multi-level romp into the realms of fantasy and vicious great monsters who do their best to return him to his original state (ie dead). Zeus's daughter Athena has been kidnapped by Nelf, the evil Lord of the Underworld. You (and your mate if you wish, and he lets you) play a fallen warrior whose eternal slumber is disturbed by the search for the lovely daughter.

Level one takes you to a ruined temple where the meanies'condition is rather grisly — most of them seem to be in a state of severe decomposition (have you noticed George A-zombie Romero's influence on this issue's games?). But they can still inflict a fair bit of damage if their blows connect. At the start your character is a fairly muscular chap whose punch would probably stagger the likes of Rocky Balboa: but as wolves attack him and are destroyed, glowing 'spirit balls' are revealed, which if collected transform him first into Schwarzenegger proportions, then into one of the strange were-beasts that bestow incredible powers.

In this guise sprite hero faces Nelf, who himself changes into a strange and frightning creature. When beaten, Nelf takes away the spirit balls(!), and spriteling reverts to a puny human who must battle his way through the rest of the levels — only changing into were-beast when enough spirit balls are found — until Athena is found and returned to her father. After which he returns to zombie state — thanks, after all it only took balls to do the job. Altered Beast, along with Galaxy Force is one of my favourite Sega arcade games. But once I started playing the conversion I was disappointed. The game is faithful to the original but the graphics are so horribly clashingly garish to make most of us in the office leap for our sunglasses. Scrolling is a bit of a shambles as well, waiting for the slow and juddery screen to catch up with the hero isn't my idea of fun. Altered Beast isn't dire, but Activision could have done better.
MARK 61%



NICK When you first load up Altered Beast, the presentation just knocks you back. All the front end is excellent with animated sequences, a great loading screen and an abundance of colour. The game itself is full of detailed backgrounds and characters with colour everywhere. The only fault is the scrolling, and this spoils all the other aspects of the game. Walking along the screen scrolls character by character, which makes it very jerky, and with it being slow to boot the game is not a joy to play. The sound is of a good standard, with a tune and spot effects. I have played Altered Beast on the PC Engine and the Amiga, and the playability would be exactly the same on the Spectrum if it weren't for that one problem. Never mind, if you think you can stand a bit of a jerk (no Mark Caswell gags please!) give this one a whirl. **74%**

Good conversion, beasttily unscrolled to near undeath

RATING	
PRESENTATION	79%
GRAPHICS	73%
SOUND	74%
PLAYABILITY	68%
ADDICTIVITY	65%
OVERALL	**67%**

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CABAL

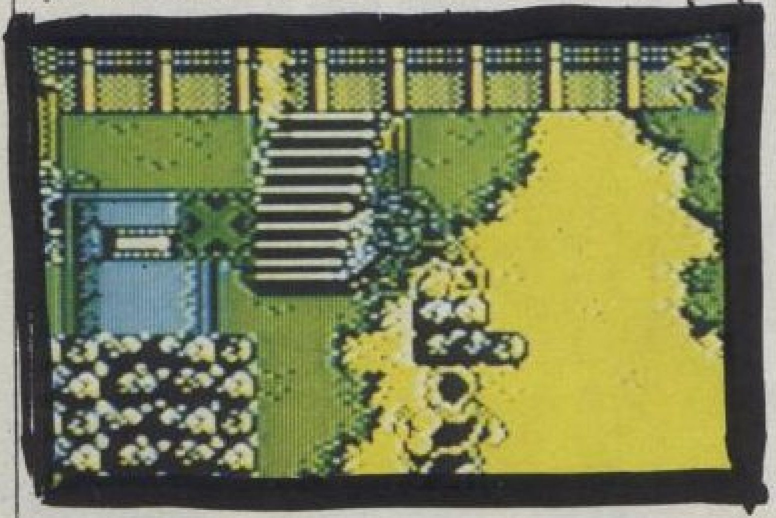


Ocean/Special FX ■ £8.99 cass, £14.99 disk

As with many of these 'Arnie Schwarzenegger/Green Beret chappie yomps across enemy terrain' style blast-'em-up's the plot is simple: a foreign country is causing a bit of aggro, and wanting to avoid full-scale war our lad is sent in to dish out death and mayhem and destroy the enemy from within.

Armed with a gun (supplied with unlimited ammo), and a very limited supply of grenades to take out tanks, choppers, walls and groups of people, he fights his way across twenty single screen levels. Our hero moves left and right across screen, the gun and grenades are aimed with a cursor. Blasting larger targets occasionally awards icons which when collected bestow bonus points or more powerful weapons (although these are lost when you die).

With each enemy killed a bar



NICK It's often said that first impressions can be deceptive (even if at other times they last!) and this is true for Cabal. At first glance and even when watching someone play the game it seems a rather sedate, over-simplified Op Wolf, but real excitement is generated when you're actually at the joystick. Part of the game's appeal are its graphics, parts of scenery arranged carefully so there's plenty of colour on-screen and, best, lots of soldiers milling around. They're really very cartoon-like, short, with big clown feet, and walk with amusingly exaggerated steps. The main sprite isn't as fun but is as bulky and powerful-looking as the tanks, planes and 'copters. If you're an Op Wolf fan — and have any money left after buying Operation Thunderbolt — spend it on this! **91%**

PICTIONARY

Tengen/Domark/Oxford Mobius ■ £14.99 cass, £19.99 disk

After the success of the Trivial Pursuit games, Domark now launch Pictionary, another board game adaptation with a choice of one to four player modes or, for party occasions, up to four teams. As the title might suggest, this is a 'guess the picture's meaning/draw a word' game.

The game can be played two ways: on your tod with the computer drawing the clues for you to guess, or in team mode with one person as artist with the team mates guessing. A board appears with squares in five colours representing five subject categories, People, Object, Action, Difficult and All Player. Whichever mode you're playing you start by clicking the cursor on the 'box of cards' icon top right of the screen.



The computer picks a question card that corresponds to the square you are currently on, for example Object. If the computer is the artist it will draw the subject for you to guess. If you're the budding Picasso a code number appears and you must consult one of the subject cards included in the pack and decide how to get the word across on screen using Pictionary's graphics package. It's been specially designed for ease of use, but obviously at the mercy of your talents! Try getting StTropez across in pictures...

When on your own, and you think you've divined what the computer is drawing, you may check how right you've been by tapping the space bar to get the answer. You're then asked by the computer whether you answered correctly (and no cheating). If yes, a die is thrown and your 'counter' is moved around the board — and another round begins. Answer wrongly when in a team and control of the board goes to the next team/player.

The graphics package on this game maybe foolproof, but my artistic talents weren't up to it. But despite this I greatly enjoyed playing Pictionary, although playing in a group is recommended for maximum fun. Laughing at other people's drawing efforts distracts from one's own deficiencies.The game is very colourful and the graphics package only limited by the user's imagination. Buy it if you're into jolly collective fun amongst friends, it's ideal for Christmas!
MARK 86%

NICK This is great fun. You can spend hours just sitting and watching the computer draw different phrases, play with your friends or have a go at drawing yourself. Playing with friends is the best because you can have a good laugh at their drawings. The idea behind the game is a simple but totally addictive one. There have been mixed views about Pictionary in the Towers (Mel from art department thinks it's rubbish because you can't shoot anything!), but I like it and I recommend it to anyone. Good wholesome family fun! **78%**

A smashing board game conversion to deliver plenty of laughter and fun.

RATING	
PRESENTATION	81%
GRAPHICS	81%
SOUND	58%
PLAYABILITY	84%
ADDICTIVITY	82%
OVERALL	**82%**



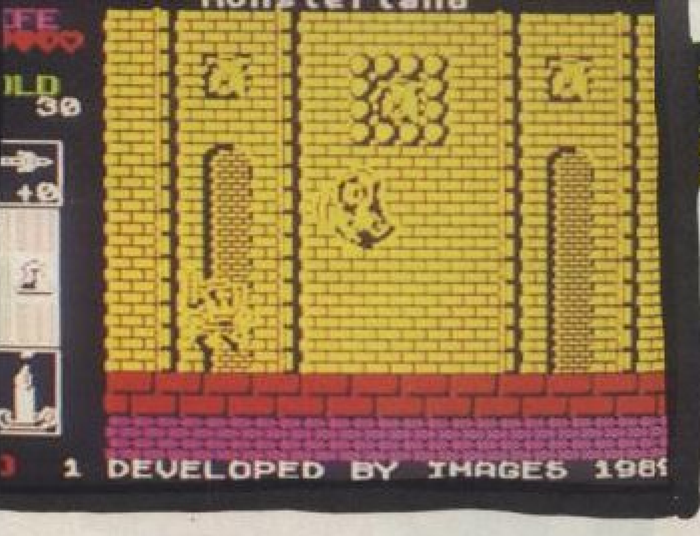
gradually fills with red, and when it is full the current level ends, and you can carry on and be nasty to another screen full of enemy soldiers. The action in Cabal is fast and one pair of eyes isn't enough to watch the groups of soldiers blasting at you on one side of the screen whilst grenading a tank on the other. Bricks and mortar provide a certain amount of protection against the blood thirsty hordes. Ocean don't pretend that this game is anything but an Operation Wolf clone, but if you like the idea of Operation Thunderbolt, make sure you get this one too.

MARK 90%

A classy coin-op conversion full of mindless but highly addictive action

RATING	
PRESENTATION	82%
GRAPHICS	85%
SOUND	73%
PLAYABILITY	82%
ADDICTIVITY	84%
OVERALL	**91%**

SUPERWONDEBOY IN MONSTER LAND



Activision/Visions ■ £9.99 cass only

Wonderboy is back. Now adolescent (and therefore Super?), young hero Tom-Tom is called on yet again to save Wonderland, this time from the clutches of nasty fire breathing dragon Meka, whose sole aim in life is to make everyone else's a complete misery. Armed with a sword spotty Tom-Tom ventures into Monster Land and adventure — and plenty of it! Vicious vampire bats, spooky skeletons, evil anacondas and mad mudmen vie for the honour of removing large chunks of Tom-Tom's energy (represented by a row of hearts in the status panel). Difficult to cope with only a sword...

Luckily leaping and bounding across Wonderland Tom-Tom comes across buildings which sport a door. More often than not they house traders. Knock on the door and you'll be offered a range of useful items including shields, magical weapons, armour, flying boots, information and healing potions. But these aren't given away, so collecting the coins you get from killing attacking creatures is a must. Use them wisely.

As in all good swashbuckling adventures arch baddies have to be tackled: each one holds the key to open a portcullis and so end each level. Expect a fair old battle, they're mean.

Super Wonderboy is a typically cute Japanese game that is deceptively no push over with a myriad of vicious and wondrous adversaries. The sprites are well defined, move around nicely and cause Tom-Tom a lot of aggro. 'Cute' game lovers and tough joystick-mangling gamesters alike will love Super Wonderboy. Go and buy a copy today, I'm sure Tom-Tom would be glad of the help.

MARK 91%

NICK After playing the original Wonder Boy when it came out on a compilation I wasn't expecting much of Super Wonderboy. What a surprise I got! This game is vastly superior with cute little monsters, loads of weapons to collect and an overall cartoony feel to it. Of course the idea behind the game isn't original but Super Wonderboy has its own special bits and pieces like the shops which can be visited for armour, weapons and cocktails (!). The only thing that lets it down is the multi-load system for each round, but there's nothing can be done about that. Super Wonderboy is great fun for the experienced games player or the person just starting out in the Spectrum world. I recommend it to anyone. **86%**

Cutesy, playable and addictive platform game, with fast combat elements.

RATING	
PRESENTATION	81%
GRAPHICS	84%
SOUND	73%
PLAYABILITY	87%
ADDICTIVITY	88%
OVERALL	**88%**

SPHERICAL

A CRASH Smash



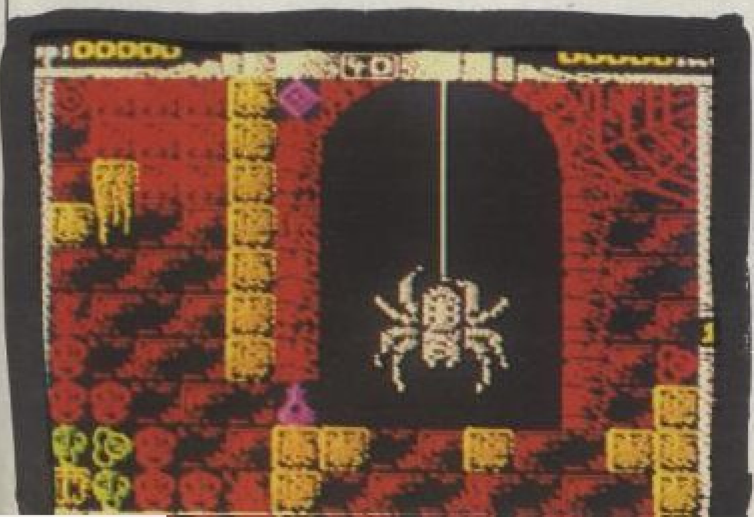
Rainbow Arts/Probe ■ £8.99 cass, £12.99 disk

You'd think this aged white whiskered hero past adventuring, but the Merlin lookalike wizard is up to his pointed hat in trouble, having got himself stuck in 100 meanie-filled rooms with no hope of escape... or has he?

Yes he has, if only he can find his familiar (magical speak for general dogsbody), a little spherical chappie trapped somewhere in the room. The wiz must leap and bound around the room collecting magical bonus items in order to be able to perform his favourite party pieces. Being a magical chap he can create stone blocks to aid his perambulations. And by collecting bonus objects he can destroy the nasty denizens, teleport himself and do other pretty amazing things.

He must not forget to rescue the sphere if he wants to find his way to the next room, where he has to go through the whole thing again. The concept is a simple one, and as is very often the case, the simpler the idea the better the game. It's easy to collect the bonuses and rescue the sphere, at least on the first couple of levels. But the denizens become more and more bloodthirsty, making it increasingly difficult to reach your pal. Spherical is a great romp through lots of dank rooms filled with nasty creatures: buy it now.

MARK 89%



NICK Spherical is simply an excellent game. It has everything that you could want and more. The graphics are small, but detailed with the occasional appearance of big monsters that fill half the screen! Just avoiding the nasties and collecting the treasure would make an excellent arcade game, but there are the added puzzles to give an extra boost of addictiveness. You have to guide a ball on the screen to the 'IN' icon. This isn't as easy as it sounds because once it drops there's no getting it up again (choor!). Quick reflexes and an I.Q. of 2,000,000 are needed to succeed for just a couple of rounds (that counts out Corky Caswell!). Luckily, for the pure genius who gets really far (or the cheat - like me!), there are code words for certain levels which take out the frustration of starting right from the beginning again. Spherical is fabulous, well worth a smash! **91%**

Spherical is a great platform game well worth the paltry asking price.

RATING	
PRESENTATION	85%
GRAPHICS	84%
SOUND	75%
PLAYABILITY	90%
ADDICTIVITY	89%
OVERALL	**90%**



Tengen/Domark/Teque ■ £9.99 cass, £14.99 disk

Biff and Jet are the coolest dudes around: just scope their trendy shades and rad swimming trunks. They're searchin' for the most outrageous party around, but they don't go looking for it by bus or by car, they've found a couple of tyre tubes and are about to cruise down some of the baddest rivers in the world to get there. Each river sports its own unfriendly neighborhood standing on the bank to lob weapons at 'em. Fishermen try snagging 'em with their lines, tribesmen fire blowpipes, kamikaze penguins leap at 'em and even the Devil makes an unwelcome adversary in Hell when he throws a huge fork at their tube.

Along with shorebound villains, plenty of waterborne obstacles attempt to pop their tyre. Branches, logs and huge crocs just have to be avoided. Biff and Jet ain't helpless though. They's got a limited supply of tin cans (and more can be collected along the way) to be thrown at will at any meanie who's stupid enough to get in the way.

They know just how to collect points bonuses on the way — objects lie around, bonus gates can be navigated (not to be done half heartedly). Natch: loadsa points are on offer when they hit river's end and boogie on down to the party. Parties come to an end though, and the next river awaits: watch the booze!





The arcade game's a rather strange beast in as much as a circle of fire buttons are used to control the cool heroes' path through many dangers. On the computer the control method's a little tricky too at first, but a bit of practice soon has Biff and Jet hurtling down the river in search of a party. Graphically the game is very colourful, but this causes slight problems when trying to hit enemies on the bank, mainly 'cos you can't see 'em — the only way to track 'em is to watch for their projectiles heading at you. That said, the game is a playable conversion of one of the strangest Atari games I've seen for a while.

MARK 85%

NICK This game captures the excitement and addictiveness of the arcade original. It's especially fun if you get a friend to play against you and you keep bashing into each other. The cute characters Bif and Jet sit snugly in their inner tubes while you attempt to control their antics around the wild layout of rocks, logs, waterfalls and mean fishermen. Controls are hard at first (just like the coin ops), but once mastered you can whizz about the screen collecting all sorts of goodies. Toobin' is an instant hit with me and will undoubtedly provide hours of freshwater fun. **83%**

If Toobin' piles on the fun for Biff and Jet, then you're surefire gonna get a share too!

RATING	
PRESENTATION	81%
GRAPHICS	77%
SOUND	75%
PLAYABILITY	82%
ADDICTIVITY	80%
OVERALL	**84%**

XENOPHOBE

MicroStyle/converted by Visage ■ £9.99 cass, £14.99 disk

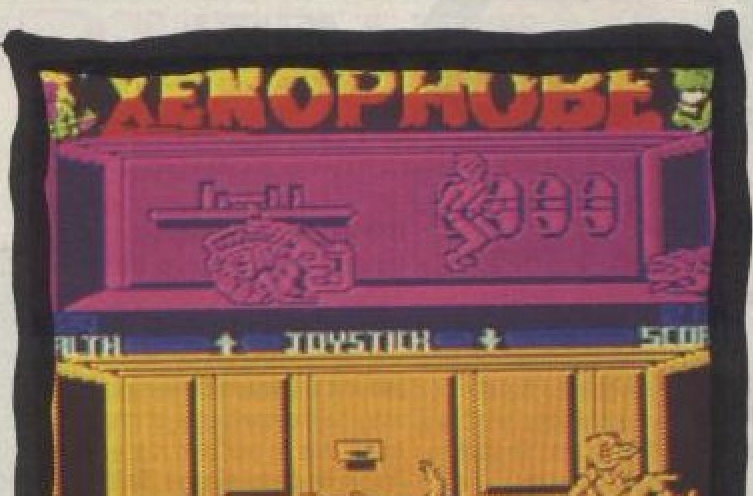
Are you xenophobic, well if you fear anything alien (ie nine tenths of us in the CRASH office) then you are. In Xenophobe you (and a friend in two player mode) take the part of an exterminator with the task to battle hordes of aliens who've overrun Earth's space stations and moon bases.

Three extermination teams (each consisting of three members) are on call: simply choose your character and head for the first location. Upon arrival you see that the Earth boffins weren't joking, the place is overrun with the little (and not so little) horrors. There's only one thing for it... blast them. You start with a standard laser pistol, but as you travel through the rooms other weapons are to be found. Be careful: some of them may be powerful but very unstable and likely to stop working at the most awkward moments.

The aliens themselves come in several guises: Pods, Critters, Snotterpillars and Tentacles to name but a few, and all have a pathological hatred of humans. Though luckily the bases are fitted with self destruct mechanisms, triggered off when you enter, so don't worry if you fail to kill all of the aliens — you'll be pulled out before the base goes up (all you lose is a rather hefty bonus). But ensure you take the hardware the colonists left behind, it could come in handy in the continuing fight against the aliens.

Blasting maniacs are well catered for in Xenophobe: from the moment you enter the matter transporter beam to the destruction of the final alien nasty, your trigger finger is going to become rather sore. Sound on the +3 is good with a neat rendition of the arcade tune (also included on an audio cassette in the packaging), and some apt blasting effects. If you aren't Xenophobic before you play this, you jolly well will be afterwards.

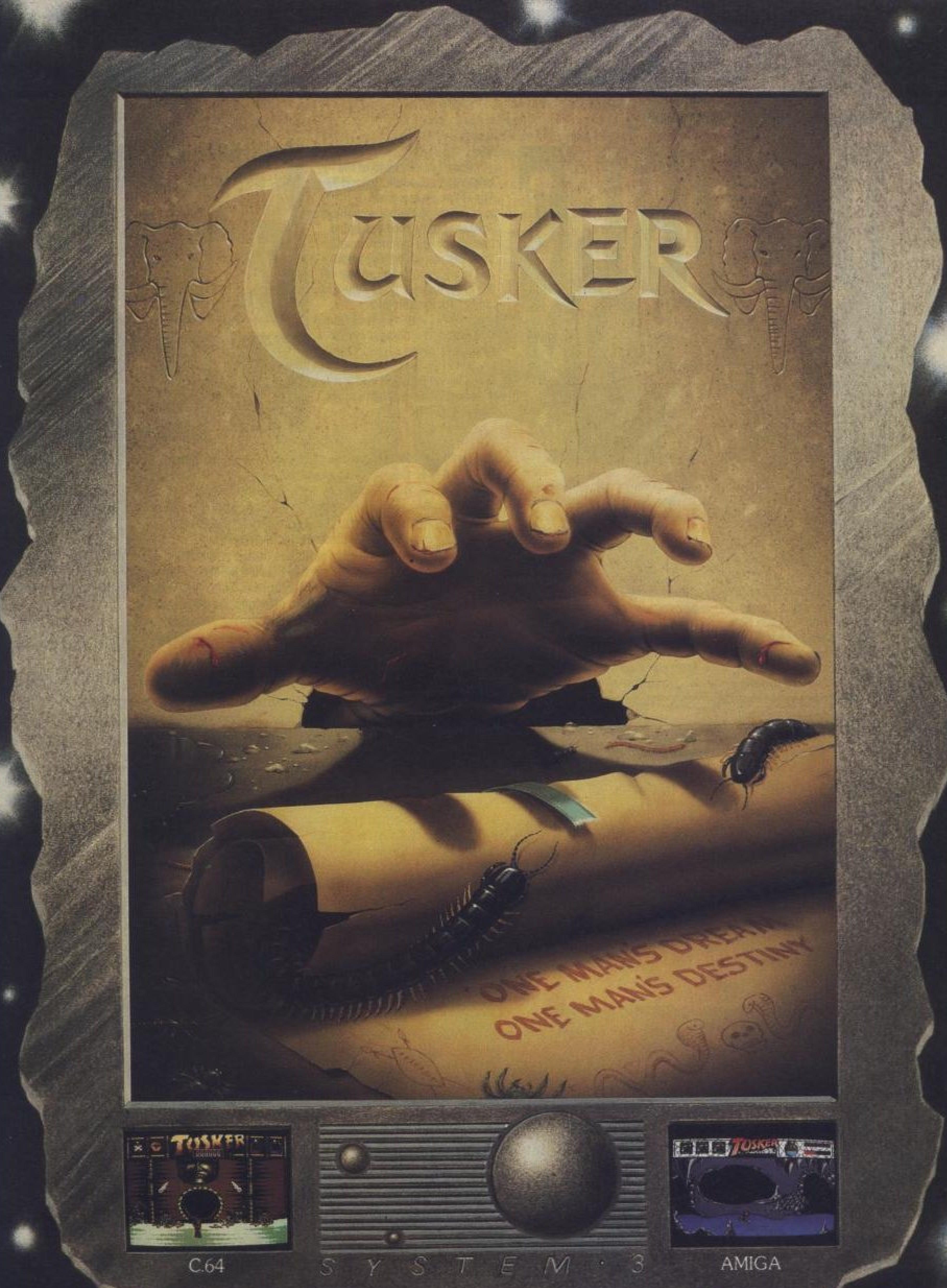
MARK 81%



NICK Xenophobe is great fun. Running around the planets, bursting all the nasty little aliens, collecting all sorts of bits and pieces and dodging the big bully nasties is totally addictive. The game has a Spy Vs Spy feel to it with the split screen presentation, both players having their own half, and each screen being connected by doors. The graphics in this are far in front of the Spy games though. All the characters which you can play are excellently defined, as are the aliens that inhabit the planets. Each room you enter has it's own colour of monochrome but this doesn't spoil the fun. Sound also is of a very good standard with a brill tune that plays throughout. I never actually played the arcade game, but if this conversion is anything to go by it must have been worth spending some cash on. Well done Micro Style. **84%**

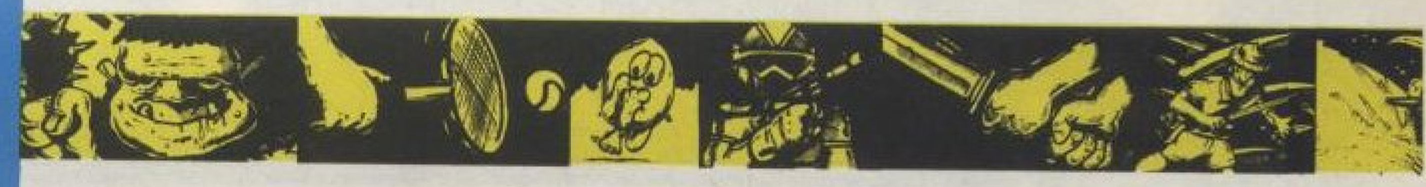
An excellent Alien-esque blast-'em-up to give your trigger finger a good workout.

RATING	
PRESENTATION	83%
GRAPHICS	82%
SOUND	76%
PLAYABILITY	81%
ADDICTIVITY	79%
OVERALL	**83%**



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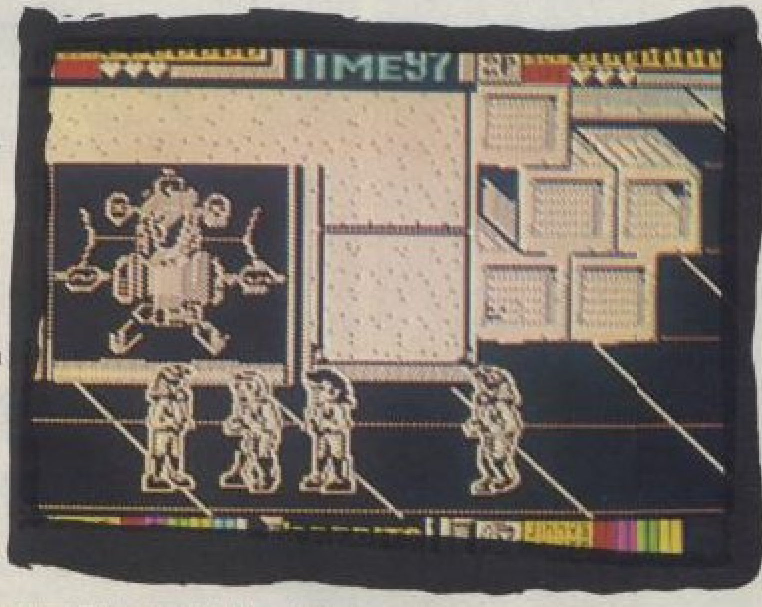


DOUBLE DRAGON II

Virgin Games/Binary Designs ■ £9.99 cass, £14.99 disk

Billy and Jimmy Lee were first fought the evil Black Warriors back in issue 61. Double Dragon II takes place several years on, and this time the newly formed Black Warriors are more vicious: They kidnap girl friend Marian and kill her! Billy and Jimmy vow to rid the world of the murderous bunch. In single or two-player mode you scour the five levels of tough city streets wiping out the scum. A number of combat moves are on offer, along with an array of obvious weapons (like bike chains and guns), and not so obvious - just try hefting that huge crate. But watch both the timer at the top of the screen and the energy meters that decrease at an alarming rate when you're hit. Go to it guys, and wipe 'em out!

I wasn't overly fond of the original, but Double Dragon II - The Revenge is a great improvement. Both the character sprites and the nicely detailed backdrops are monochromatic: this cuts out severe eye strain, and more importantly shows off the great sprites. Both Billy and Jimmy are capable of a staggering array of moves from a swift kick in an unmentionable place, to a series of complex leaps and bounds. Beat-'em-up fans (like myself) will find plenty of action in this brilliant sequel.
MARK 87%



NICK Here's one for all of you who thought the original Double Dragon was too easy: Double Dragon II - The Revenge. The game is set out in exactly the same way and with the same graphics but different backgrounds on each of the five levels. All the sprites and backgrounds are well drawn and colour has been kept at monochrome to avoid any clash. Sound is also very good with plenty of jingles, tunes and effects. The best thing about Double Dragon II is that it's much harder than the original. Everyone could easily progress really far on the first, but now it takes more time and provides the player with a real challenge. There are a few surprises thrown into this game to add to the fighting mayhem. Like walking past a combine harvester and getting mown down! Double Dragon II - The Revenge is a great game and should provide you with endless beat 'em up fun. **83%**

A great oriental beat-'em-up that greatly improves on the original in graphics and playability.

RATING

PRESENTATION	81%
GRAPHICS	84%
SOUND	78%
PLAYABILITY	83%
ADDICTIVITY	82%
OVERALL	**85%**

POWER DRIFT

Activision/John Mullins ■ £9.99 cass only

Great in the arcades, but tricky to convert, this is Activision's racing entry into the Christmas stakes. No posey Ferrari F-40's or Porsche 959's here though, just you in your souped up road buggy against eleven equally mean drivers. No standard race tracks either, but bone-jarring dips and crests full of bends and obstacles.

Start by choosing to be one of twelve drivers racing on one of five courses with five stages on offer. Choice made you're whisked to your vehicle and the hot seat. The eleven other drivers bunch around you on the grid, the green light flashes... and the race is on. The aim is simple, finish in 3rd place or better, and you will be taken onto the next stage (fail and it's game over). At around 150kph slam the car into high gear and push it to the limits (around 244kph). Avoid contact with other racers and roadside obstacles — they'll cause your car to spin off the road losing you valuable time.

Four laps must be completed to win a race. You tell your position in the pack by simply glancing up to top of screen where a representation of your character's face amidst the others

I had great hopes for Power Drift. Despite the many arcade racing games around this Christmas it had a real chance. But while graphically the game is ok, all five of the courses look too similar. The car sprites are quite well defined, but one would have thought the programmer could have set the tyres spinning: it looks like the scenery is moving rather than the cars. While not wanting to be too negative about what in the arcade is a great game, I feel the Spectrum Power Drift lacks long term playability and Activision aren't onto a big hit.
MARK 79%

NICK Brrm, brrm, screech! Yeah, my favourite arcade machine of all time converted onto the Spectrum. The one we've all been waiting for. But is it any good? You bet your life it is. It's true that at first the game looks very much like WEC Le Mans (it was programmed by the same team), but the similarities soon end when you face a steep bank of logs to climb up in your buggy! It all moves so fast you don't even get time to moan about the use of colour; you just concentrate on skidding around corners and leaping over hills - great fun. Nobody believed Activision could reproduce the graphical excellence of the Sega arcade machine, but they've done a really good job with detailed buggys, smooth scrolling and stomach churning hills and curves. Sound is also brilliant with a good Dave Lowe tune (any relation to Chris?) and plenty of sound effects. Power Drift is another top quality arcade conversion. I hope I find this one in my Christmas stocking. **83%**



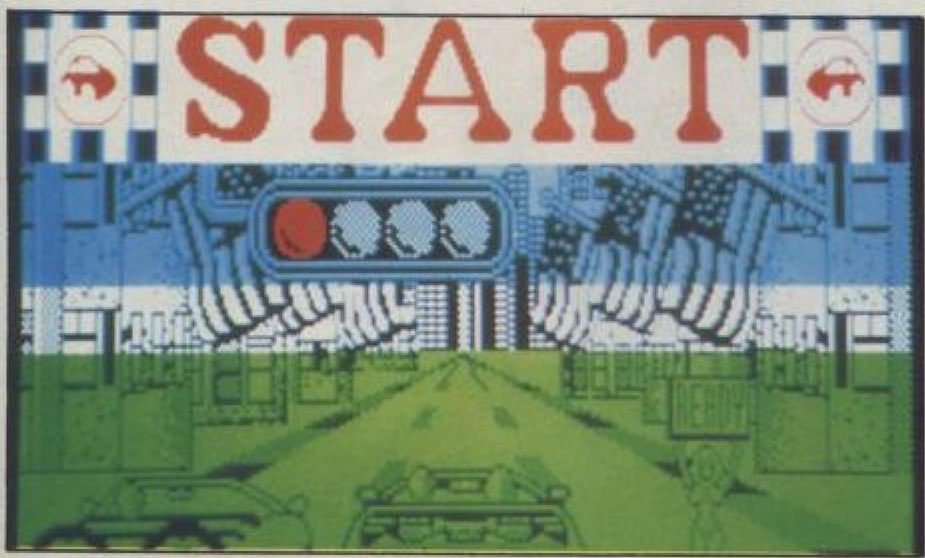
A tough conversion admirably and playably accomplished!

RATING

PRESENTATION	78%
GRAPHICS	79%
SOUND	81%
PLAYABILITY	76%
ADDICTIVITY	76%
OVERALL	**81%**

PREVIEW

Just to prove Christmas isn't the end of Speccy fun, here's a look ahead at even more goodies coming your way...



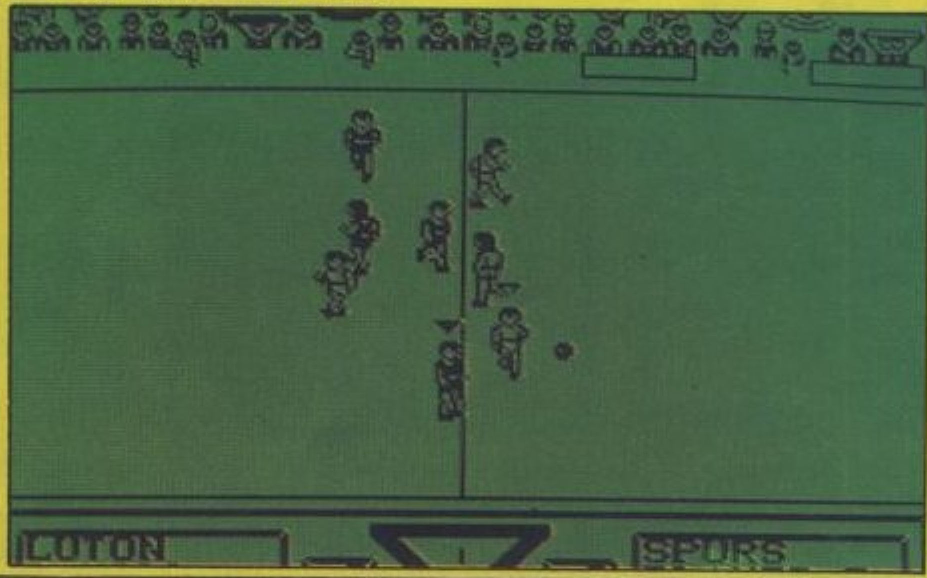
TURBO OUTRUN SHOCK HORROR PICTURE!
Yes, yes we know we previewed this last month, but pictures are what you want: so here is one! Full review next month.

SOCCER DEMO SOON TO BE REAL

Gazza's Super Soccer

The Paul (Gazza) Gascoigne sponsored game you've tasted in our playable demo is nearing completion. We were intrigued to find out what the game was like, so we took a long and tiring trip down to 'sunny' Bournemouth the other day to meet chief programmer Brian Rogers. 'What separates this from the usual footy games' we hear you cry. Well, *Gazza* incorporates many features that we feel lifts it out of the crowd. So along with the ability to set up leagues, name teams, choose team strengths etc, you'll be able to manually pick which player to control and use the Boot-O-Meter to decide how much power, spin and height is put on the ball he kicks.

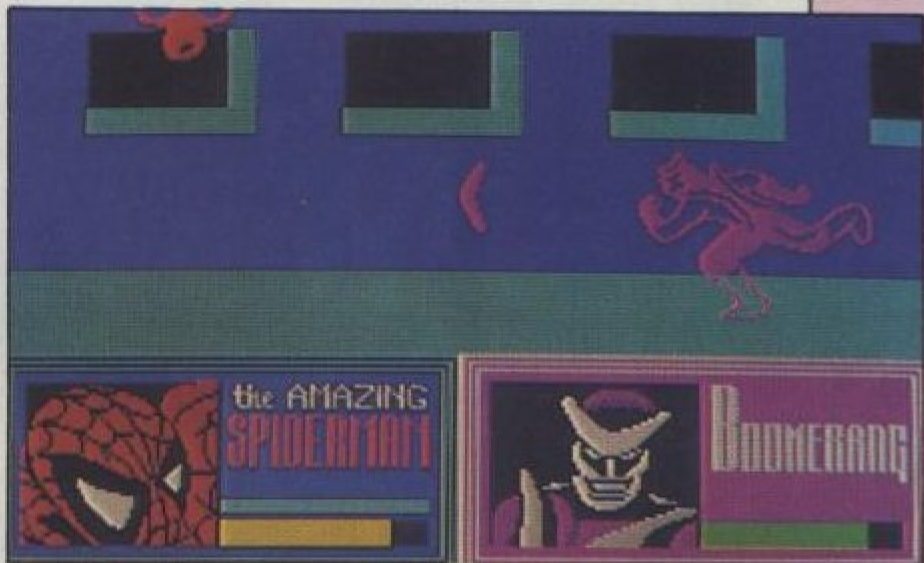
On top of this a novel feature will be included allowing you to save a team position and take the game to a friends house for a continued bout. Nothing unusual you might think. But this system allows you to load the saved position on any (yes ANY) 8-Bit machine be it Speccy, C64, Amstrad, etc. Pretty exciting stuff eh? The many brilliant features incorporated should makes this a champ. Watch out for the review next month.



OUT FOR REVENGE

Dr Doom's Revenge

Ol' Spidey and Captain America are up to their necks in bovver: Dr Doom (an armour wearing baddie who makes old Daft Ada look like a boy scout) is out to cause the world a lot of aggro. But the dynamic (Marvel) duo are on the case as this screenshot of Spiderman and arch nasty Boomerang proves. Empire's foray into comic world will be out by the time you read this, so watch out for a review next issue.



HADDOCK, SNOWY AND CALCULUS

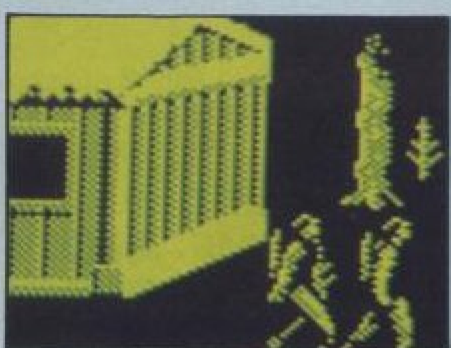
TinTin On The Moon

The Herge comic books series, and recently released full length videos, prove TinTin an ever popular hero with young and old alike. And now French software house Infogrames bring him into the computer age with their imminent release of *TinTin On The Moon*. TinTin and his companions Captain Haddock, Snowy the wonder dog and Professor Calculus are passengers on the first rocket to be sent to the moon. But an evil baddie called Colonel Boris is out to cause a lot of aggro by planting bombs on the ship. The graphics look great, with a very recognisable TinTin sprite to endear all fans, and make new ones — if the gameplay proves as jolly. Wait and see.

SWISS TELL TALE

Crossbow-The Legend Of William Tell

Released to coincide with the new TV series about Swiss medieval hero William Tell, famous for shooting an apple off his son's head with a bolt from his crossbow, this offering from Screen 7 promises to be an involving arcade adventure with much activity and action. Review hopefully next month...







KICK OFF



5 STAR GAME

C+VG HIT!

BLISTERING PACE
PIXEL PERFECT PASSING
SUPERB TACTICAL PLAY

machine STAR PLAYER

* Full size multi-directional scrolling pitch.
* Option to practice and learn ball control, take corners and practice penalties.
* One or two player option: 4 distinct tactics.
* League competition for 1 to 8 players. Load and Save league facility.
* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.
* 9 types of Corner Kicks, Penalties, Yellow and Red Cards, 12 different Referees, Host of other features.

AMIGA - ST £19.95

CBM 64 - SPECTRUM - AMSTRAD
ATARI 800 £9.95 Cass/£14.95 Disc

EXTRA TIME

AMIGA - ST £9.95

NEW PLAYER ATTRIBUTES - EXTRA TACTICS - FOUR DIFFERENT PLAYING SURFACES - LEAGUE AT 3 LEVELS - FULL CONTROL OF POWER (SHOOTING, PASSING, CHIP AND HEADERS) - NEW REFEREES AND MUCH MORE.

EXPANSION DISC FOR KICK OFF (Needs Kick Off Disc to Load).

* CVG - 88% - Most playable soccer simulation in binary history. HIGHLY RECOMMENDED.
* ZZAP - 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
* AMIGA FORMAT - GOLD - 91% - The best football game on the Amiga to date.
* THE ONE - 88% - The game is such a joy to play. By far the best to appear on 16 bit.
* POPULAR COMPUTING WEEKLY - 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
* THE ACE - A great football game that will have you queuing up for a season ticket.
* NEW COMPUTER EXPRESS - Simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it.
* THE GAMES MACHINE - 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
* ST USER - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exiting action games around and it just has to be the best football simulation yet.

SIZZLER

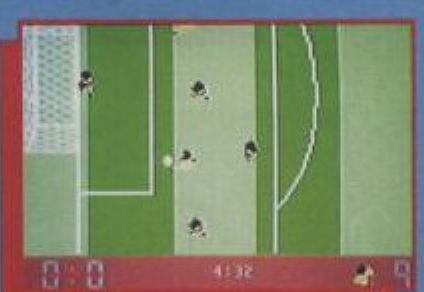
PLAYING IT IS EASY - MASTERING IT WILL TAKE TIME - A LOT OF TIME



AMIGA



ATARI ST



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A SACK FULL O' PRIZES MUST BE WON!



CRASH's AMAZING CHRISTMAS GIVEAWAY!

You've seen 'em scattered throughout the mag, y'know — the itty bitty compo boxes filled with prizes — and now here's you chance to win one of the 161 prizes we've got on offer! And just what are they? We have (deep breath...) ten *Ghouls 'n' Ghosts* games with US Gold t-shirts, ten *Operation Thunderbolts* with Ocean t-shirts, five *Thrill Times* with Elite t-shirts, ten *Gazza's Super Soccer*, ten *Dr Doom's Revenge*, ten *Ghostbusters II* t-shirts, ten *Footballer Of The Year IIs* with Gremlin t-shirts, one *Pictionary* board game, 20 Thalamus t-shirts, ten *Action Countdowns*, 50 *Punisher, Peanuts, Darius* posters, and ten *Christmas Collections* with Hewson t-shirts!! Phew! It's the giveaway sensation that's rockin' the nation!

And to win one of the fabbo prizes ring this number now! 0898 555 084, lines are open 24-hours a day with 160 lines in operation! Listen to a few questions that'll test your brain on the software happenings of the year — and don't worry, they're dead simple! When you've got the answers write them on a postcard, along with your name and address and send to: CHRISTMAS GIVEAWAY COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB, and make sure all entries arrive here by 14 December!!

12 COMPOS 12 OF XMAS





5-4-3-2-1!!
Action Countdown/Kixx

Whassis Action Countdown then? Eh? Looks like one of 'em bleedin' compilations dunnit? But it's not! Well, only sort of not! Because Action Countdown, from Kixx is a fabbo wonderful compilation of four previously released titles Stardust, Colosseum, Titanic and Blackbeard but also includes five excellent never-before-seen games from Spanish supremos Toposoft! The new titles are Tuareg, Metropolis, Wells And Fargo, Score 3020 and Rock 'n' Roller! The pack's worth £26.92 but you can buy it for £9.99 in the shops. But even better we have 10 Action Countdowns to give away!! Hurrah! You'll kixx yourself if don't hurry to page 73 and win, win, win!!!

KIXX

KIXX

KIXX



CRASH GIVES THE NEW YEAR A KICK UP THE 90s!!!

Fun packed thrill power coming your way in the last issue of the 1980s as we say...

HALLOOO 1990!!!
What a year it's going to be, and CRASH dives into it with an explosive start. Another extra large Power Tape with billions (Erm, quite a few, in fact lots) of games to last through the holidays!!

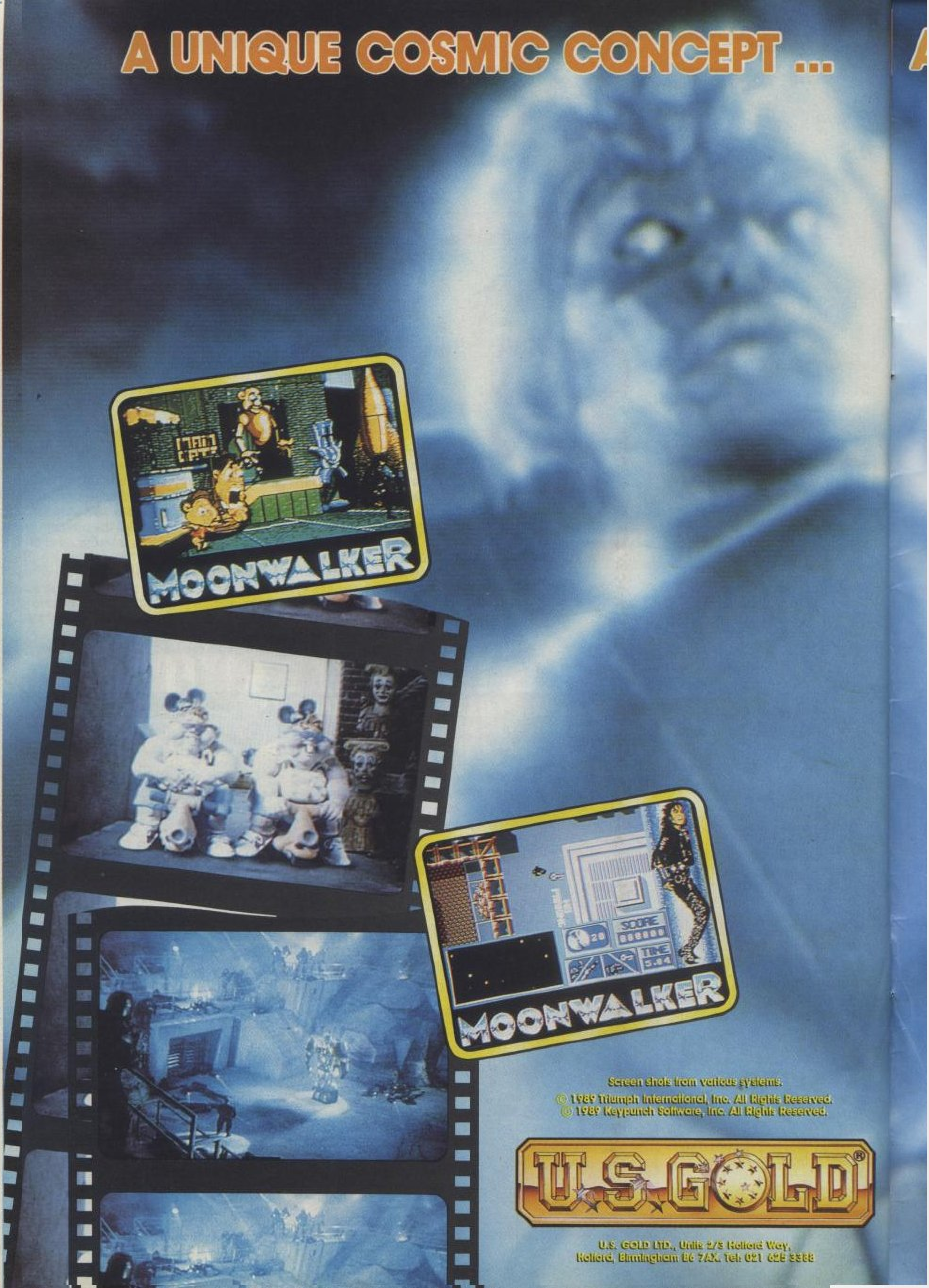
THE NEW AGE OF GAMES!!
What does 1990 hold for the Speccy? Check out the future with thrill packed previews and a host of reviews bringing you bang up to date with all the excitement!!

POWER PACKED!!
A another special mag and power tape to keep you going over the Christmas holidays — it's gonna be brilliant! The nation's playing our games!!

CHECK IT OUT! CRASH: KICK UP THE 90s SPECIAL ON SALE 14 DECEMBER, £1.95! DON'T MISS THE BEST WAY TO START THE DECADE!!

EDITORIAL OFFICE *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* (0584) 5851/2/3 Editor: Oliver Frey **Software Co-ordinator:** Mark Caswell **Staff Writers** Nick Roberts, Lloyd Mangram **Editorial Assistant** Viv Vickress **Photography:** Cameron Pound, Michael Parkinson (Assistant) **PRODUCTION DEPARTMENT 1/2 *King Street, Ludlow, Shropshire SY8 1AQ* (0584) 5851/2/3 Production Manager:** Jonathan Rignall **Reprographics:** Matthew Uffindell (Supervisor), Robert Millichamp, Tim Morris Jenny Reddard **Design:** Mark Kendrick, Melvyn Fisher **Systems Operator:** Ian Chubb **Group Advertisement Manager:** Neil Dyson **Advertisement Sales Executives:** Lee Watkins, Assistant: Jackie Morris **(0584) 4603 or 5852 Group Promotions Executive:** Richard Eddy **Mail order:** Carol Kinsey **Subscriptions: *PO Box 20, Ludlow, Shropshire* SY8 1DB** Designed and typeset on Apple Macintosh II computers running Quark XPress and Adobe Illustrator 88, with systems support from Digital Print Reprographics, Wirral Business Centre, Merseyside. Colour origination by **Scan Studios**, Islington Green, London N1. Printed in England by **Carlisle Web Offset**, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR — a member of the BPCC Group.
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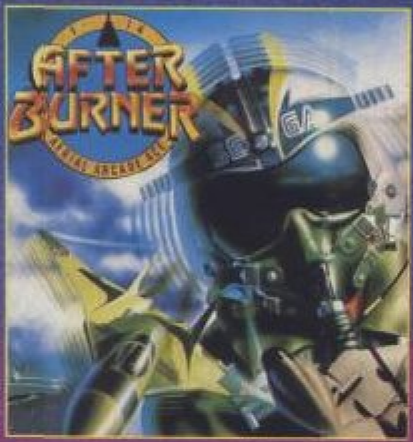
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SCORE
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100%

DYNAMITE

AFTER BURNER



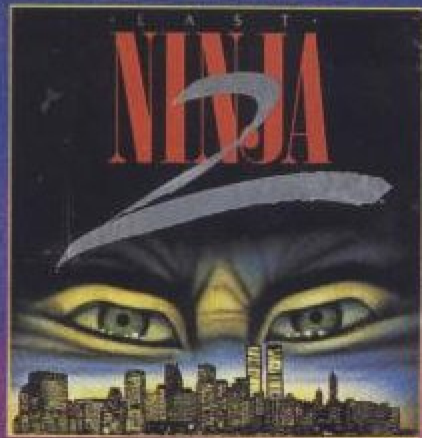
SHAKE ... RATTLE ... ROLL IT

AFTERBURNER — You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw... scan with your radar, lock on your target and FIRE!

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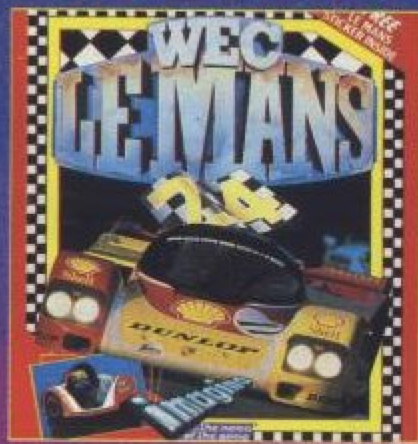
LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

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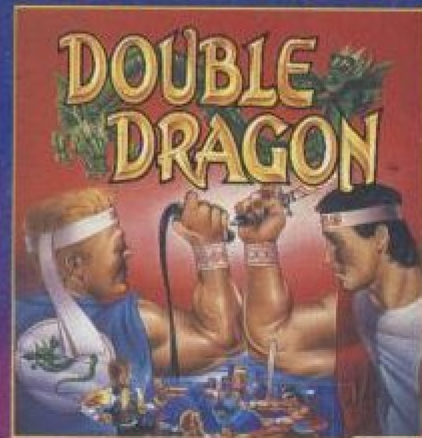
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DOUBLE DRAGON



Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

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